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# SINCLAIR user

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NOVEMBER 1989

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THE UNTOUCHABLES

MEGATAPE 21

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IF NO TAPE IS ATTACHED HERE TELL YOUR NEWSAGENT IMMEDIATELY!

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A VIDEO RECORDER!
A REAL DINOSAUR
(Well, a real model)
MOONWALKER GOODIES

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ANOTHER TAPE!
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COMPLETE PLAYGUIDE!


A TITANIUM BLADE
A HEART OF STEEL
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ONE MAN – ONE SWORD – ONE FREE WORLD!

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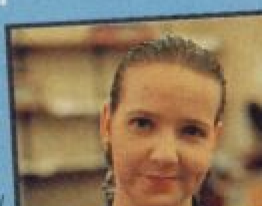
## Meet The SU Pop "Personalities"

### JIM "GLAMROCK" DOUGLAS



"Yeh. I like to think that these clothes and the whole, like Glamrock scene helps me through the rigours of a tough month on the mag," says Jim, "It's like, when you've got a section going to bed and a problem with the colour pagination of an on-off thirty-two litho, there really is just one thing that'll make you feel alright - Do You Wanna Be in My Gang? by the Glitter Band. You see?"

### ALISON "RAP" SKEAT



"Don't touch me now/ I'm too cold to hold/ Gonna pass these pages 'fore the deadline gets old / Get those Drop Caps outta my face / Cos I'm gonna s.s.s.s.sSUB on through this place - man./ Printing men just ain't my scene / They don't help me with my magazine / So if you want to get me to your joint / Just let me check your.pica-point.

### TIM "SCREWDRIVER" NOONAN



"AAAAAaaaaaaaaaaaaaa aaaaaa aaAAAAaaaaaaaaaaaaAAAaa aaaA Arenenenen aaaaaada-dadanananana-naaaAAAAANAAAADAAAAA dadadNNNAAAAAAAAAAABA-NGB AN-GAAAAAaaaaaaaaaaAAAda-dadNNNAAAAAAAAAAABAN GBANG"

### GARTH "MUSIC HALL" SUMPTER



"I'm leaning on a Spectrum at the corner of the office/In case an exclusive preview of an exciting Christmas blockbuster comes by/ Oh me, Oh My/ I hope something to fill that page comes by / Now I've been reviewing all about town / So don't you try to do me down / I can even review a game / When I'm cleanin' Windows"

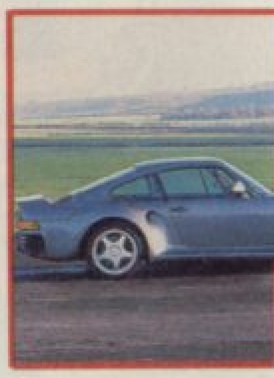
ADVENTURE The Sorceress DIRTY TRICKS Garth Sumpter HOW THE HELL Andrew Hewson I'VE GOT THIS PROBLEM Rupert Goodwins COIN-OPS John Cook WAYNE ETC. Chris "Charity" Jenkins ADVERTISEMENT MANAGER Nigel "Presentation" Taylor SENIOR SALES Martha "Tell me now" Moloughney AD PRODUCTION Emma Ward MARKETING MANAGER Dean "Knuckle Of Lamb" Barrett MARKETING ASSISTANT Sarah "Well, roughly..." Ewing PUBLISHER Terry "The Head Roller" Pratt
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# CONT

## SOFTWARE



## POSTER 58



Test Drive II Oooo! Porsche 959 eh? Very stylish. Here's a chance for you to own one of these rather exclusive vehicles. Of course, you'll have to park it on your bedroom wall, but out poster has all the elements and qualities of the real thing; it's exceedingly cool, very aerodynamic, the right colour. The right shape. Everything. And are we charging you |300,000 for it? No. We ain't charging nowt.

## COVER GAME 12

The Untouchables. Well, what can we say. Well, frankly we've run out of things to say. The big box full of "Good words meaning "Great" has been completely emptied this month during the various articles about *The Untouchables*. Look, just take our word for it; this is simply the best conversion of any movie you've ever seen in your life. No exaggeration. It's mega. Check it out, and read all about the movie too.

## MEGATAPE 6

THE POKES ARE BACK! If you're stuck on virtually any game in the galaxy (large exaggeration) simply turn to the Megatape page and find out how to use the Poke section on the cassette. Also you'll find a playable demo of The Untouchables on side B. In case you hadn't realised (what are you, stupid?) there's a second tape this month. To find out exactly how to sample the delights from this one, you need to turn to the same page.



# TENTS

## DIRTY TRICKS DEPT 16



A super spectacular of saucy EXCLUSIVES! There are playguides for Dynamite Dux, a super map from Indiana Jones, another, equally super map from Treasure Island Dizzy. We've got access codes for the first 40 levels of Titan. Tips on Human Killing Machine, Strider and Gryzor. There are tips on Batman - help the caped crusader, er, crusade capily.

## WIN A FAB VID CAMERA! 12

You've seen *The Untouchables* on Video. You've read the review and you've looked at the cover and you've worn the T-shirt and you've drank the drink and now you can have a got at making a sequel, thanks to this amazing compo we're running with Ocean Software. We've got a fantastic Amstrad Fidelity VIDEO CAMERA which we'll give away, COMPLETELY FREE to the first person who is drawn out of the tommy gun (or something). A stack of runners up prizes too!

## WIN A CHART! 55

We've had quite enough Pop Picking for one month. We thought it would be a good idea if we found out which of the "big" games about to be released will make an impression on the charts. Will the predictable ones win again? Enter this compo, and you could win a whole Chartful of software from the SU Xmas Charts. And you could also prove how brainy you are.

## WIN A RELIC 86

The old ones are the old ones, as someone used to say. And you don't get any more old than an Dinosaur! Ha ha! Yes, our Tusker competition will have you picking the old funny-cells. We want you to come up with a side splitting caption for a picture drawn by the fair hand of those at System 3. If you turn out to be the funniest "Person", we'll give you a great big wopping model of a dinosaur. Coo.

## WIN A VIDEO RECORDER! 44

A completely mega Michael Jackson *Moonwalker* compo brought to you by the people at US Gold. A gorgeous, pouting video recorder; tapes for the playing of - could be YOURS and YOURS ALONE. Why not team up with a mate and enter this one and *The Untouchable* and set up a film studio?

## BLUEPRINT 2 66

*Ghouls and Ghosts* is the long awaited sequel to *Ghosts and Goblins* and it's simply spectacular. How on Earth did the US Gold team go about converting such an epic onto the Spec? Read it and find out. Loads of pics and lots of secrets. What more do you want?



## WAYNE GOES ON HIS HOLS 56

Wayne Smedley, raconteur, brain surgeon and swot sends you his postcards and love (yuk) from all over the world. Find out where Wayne has been, where he is now and what he thought of it all. As if you cared.

## OUTLANDS 92

A fine event this month. Indeed, possibly the most exotic blend of herbs and spices and features ever to come together in two pages. Possibly not. This month, we've got a sneaky look at a couple of videos that are lurking just at the back of your local rental shop as well as the essential breakdown of the hep school gear. We'll also let you in on a set of items which will make you the biggest smart alec your class has ever seen.

## BLUEPRINT 1 36

*Myth* is probably one of the smartest pieces of programming around at the moment. Believe me, we're talking high-res multi colour graphics, ultra smooth animation and a great storyline. It's exploration on the grandest scale. Take a gander at these pages and you'll see how the programmers found ways round tricky problems and you'll get to see how that made the game look so damned good.



## PREVIEWS 98

Heavens! A truly ridiculous amount of preview excitement this issue. On the movie front, *Ghostbusters II* looks really promising. And we've got EXCLUSIVE pictures from *Moonwalker*. Those of you with a fetish for screaming around a 3D race-track may well find your needs catered for in out scoop on *Hard Driving*, one of the contenders for the title of Fabbest Race Game Ever which will surely be fought over Xmas. We've also got pics from *Operation Thunderbolt*.

## REGULARS

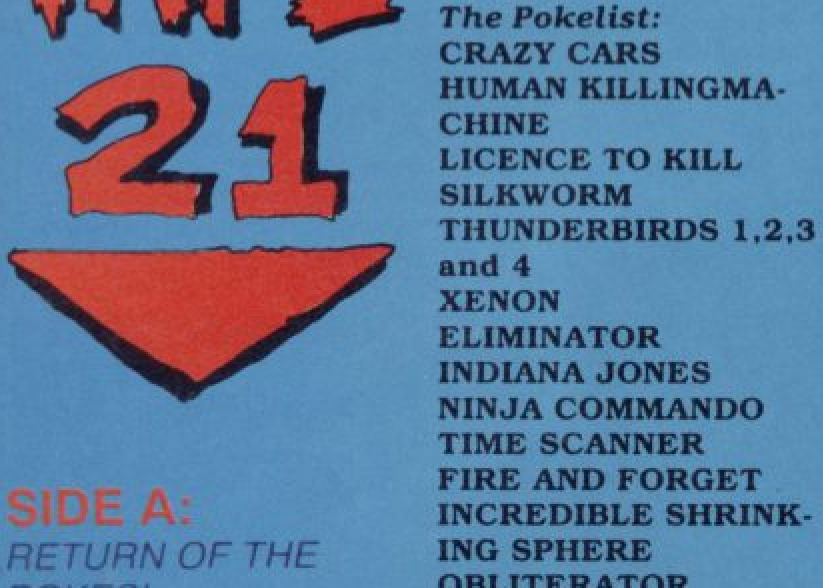
NO! You're not seeing double! You really have got TWO glorious cassettes with your Sinclair User this month. And NO! Our mad goblins in Peterborough HAVEN'T made a stupid mistake and stuck two copies in the same issue. No. They're completely different and in

# MEGA TAPE 21



## SIDE A:
*RETURN OF THE POKES!*

They've been away for far too long and now they're back (does this sound familiar?) Yes in-




deed. Poke City is here and now and packed to bursting with thousands (well, 15) fantastic Pokes.

No need for a Multiface. No need for Nothing. Just a copy of each game you want to Poke and a tiny smidgette of patience.

Load Poke City into your machine, select the Poke you wish to operate and then follow the instructions. Rock and Roll!

*The Pokelist:*
CRAZY CARS
HUMAN KILLINGMACHINE
LICENCE TO KILL
SILKWORM
THUNDERBIRDS 1,2,3 and 4
XENON
ELIMINATOR
INDIANA JONES
NINJA COMMANDO
TIME SCANNER
FIRE AND FORGET
INCREDIBLE SHRINKING SPHERE
OBLITERATOR

## SIDE B:
*UNTOUCHABLES PLAYABLE DEMO*

We've had some incredible demos in our

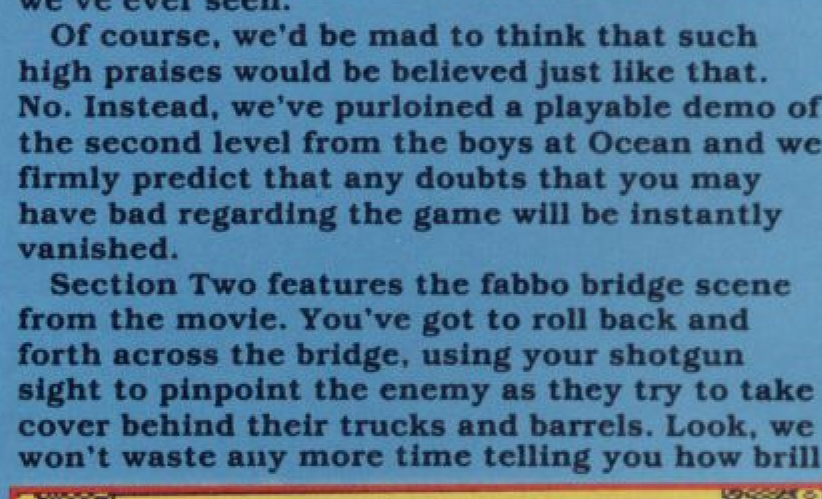



time, but nothing as fantastic as this.

*The Untouchables* is reviewed this month on page 30 and we were bowled over by its excellence. In fact we reckon it's the best conversion we've ever seen.

Of course, we'd be mad to think that such high praises would be believed just like that. No. Instead, we've purloined a playable demo of the second level from the boys at Ocean and we firmly predict that any doubts that you may have bad regarding the game will be instantly vanished.

Section Two features the fabbo bridge scene from the movie. You've got to roll back and forth across the bridge, using your shotgun sight to pinpoint the enemy as they try to take cover behind their trucks and barrels. Look, we won't waste any more time telling you how brill



# TAPE

the demo is; load it up and find out for yourself.

1) Reset your Spectrum.
2) Rewind the tape and connect the correct leads.
3) Type LOAD ""




4) Press PLAY on your tape recorder

IF YOUR TAPE WON'T WORK:
Ensure that you have tested the cassette at different volume levels. Test your tape recorder and ensure that it is working and the tape heads are clean. If your tape still fails to load, send it to:
SINCLAIR USER TAPE RETURNS, Spool Duplication First Avenue Deeside Industrial Park Clwyd CH5 2NU





And don't forget to mark your envelope TAPE 21.



# STREWTH! ANOTHER BLOOMIN TAPE!

# CORKES! IT'S A SECOND TAPE!

## What you get on your second astounding tape.

The smarter among you will have noticed the second cassette stuck on the front of this issue. The downright razor-sharp amound you will have noticed some important facts.

1) This tape is NOT THE SAME as any you may have had before. It's an AUDIO TAPE and it contains a great deal of fantastic music from forthcoming games from Virgin Mastertronic.

2) There are Six Tracks on the tape. Each from a coin-op.

3) There is a fabbo competition tied into the tape.

Got all those? Right. The questions obviously arising are: What Coin Ops are they, Smart Arse? and What's the Competition then?

So:

*The Playlist*

Side A:
Track 1: Silkworm
Track 2: Gemini Wing
Track 3: Shinobi

Side B:
Track 1: Continental Circus (a set of 5 tracks)
Track 2: Ninja Warriors
Track 3: Double Dragon II

And: WIN 300 of Computer Equipment and Virgin Software IN OUR...

## AMAZING PHONE-IN COMPETITION

Simply dial this number and follow the instructions. You'll be asked to identify snatches of music which will be played to you over the phone. Each snatch of music will be sampled from one of the tracks on the tape. You'll be given all the necessary details like where to send your entry and the like.

*WHAT YOU WIN:*

The lucky winner will be receiving a fantastic package of goodies from Virgin Mastertronic, including a +3, a stack of Virgin Games, T-Shirts and everything else you could possibly want. Amoung the software will be a special pack of each of the Virgin conversions of these coin-ops. The Runners up (Twenty of them) will get to waltz off with £20 each of software.

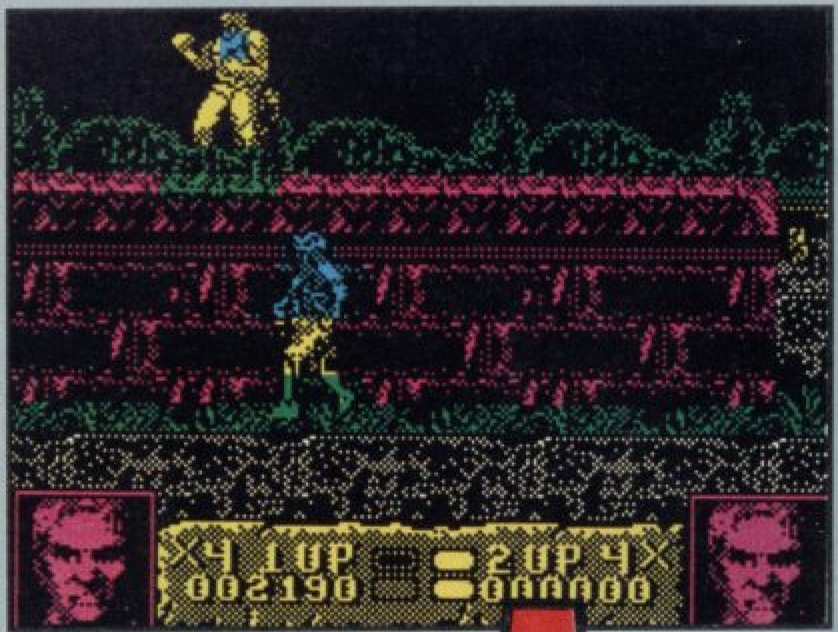


*Rules and Costs:*

Calls are charged at 38p per minute standard and 25p cheap rate. If you are under 18, make sure you get your parents' permission before you call. No employees or direct relatives of EMAP, Virgin Mastertronic Or Broad Systems are entitled to enter this Contest. Your entry must reach the Competition Address by November 30th. The Editor's decision is final. No correspondence will be entered into. Entry to this conpetition signifies understanding and acceptance of these rules

# 0898334112


CABAL
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**The coin-op sensation** that throws you deep into enemy territory with little more than a low-powered, single shot repeater for protection. With superior marksmanship and lightning reactions you can increase the odds – in your favour. Capture enhanced weaponry, including grenades, and now you can really make your mark! ... that is, until you come face to face with the enemy gunships, tanks and submarines. Equip yourself for some stunning arcade action, load up and **FIRE!!!**
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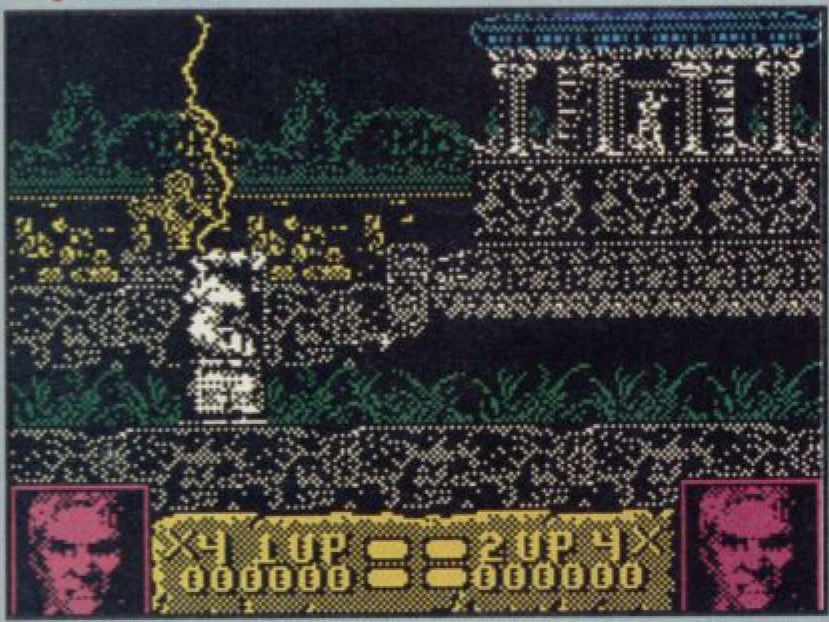




# ALTERED

Being dead's no fun, but one thing that can be said for it is you're safe as houses. And it's quiet, like a tomb in fact. So imagine your surprise when you suddenly wake up to find yourself alive and well and not in the usual state of decomposure that you'd expect after spending a few years dead.

Actually it's all down to Zeus who, upon finding his daughter Athena kidnaped



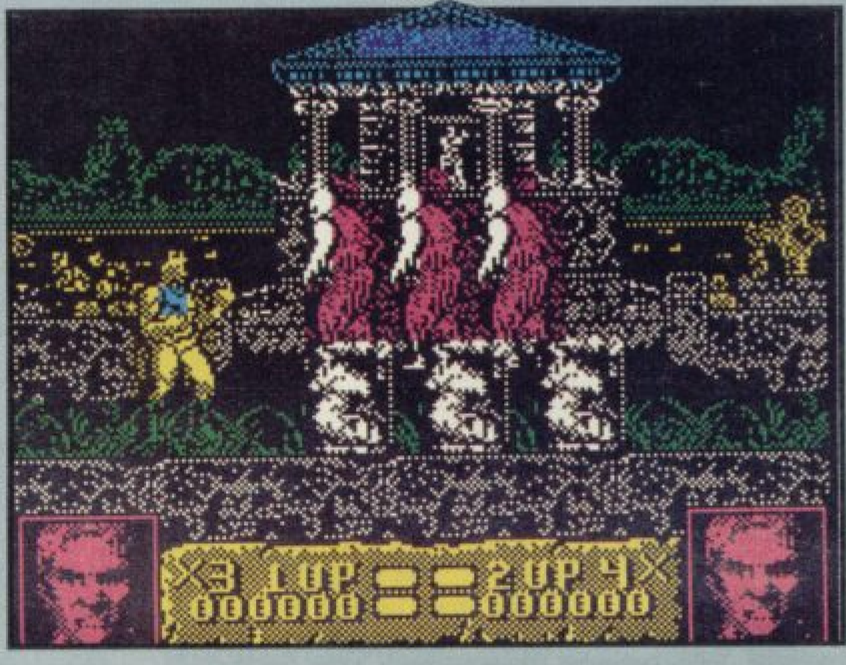
by the evil Nelf, opens up his yellowed pages and finds the number of dial a corpse and guess what? He sends a bolt a lightening down and hits your tomb, sending a life giving shock which travels through your head, across your chest, down your leg, across the road and hits a bus stop.

"It's a miracle, I'm cured gov'nor an' no mistake"

And so the scene is set. You must rescue Athena from the clutches of the evil Nelf who has taken the descendant of the Gods- if you succeed she'll probably give you a book token which is not a great deal but if you fail you'll end up dead again.

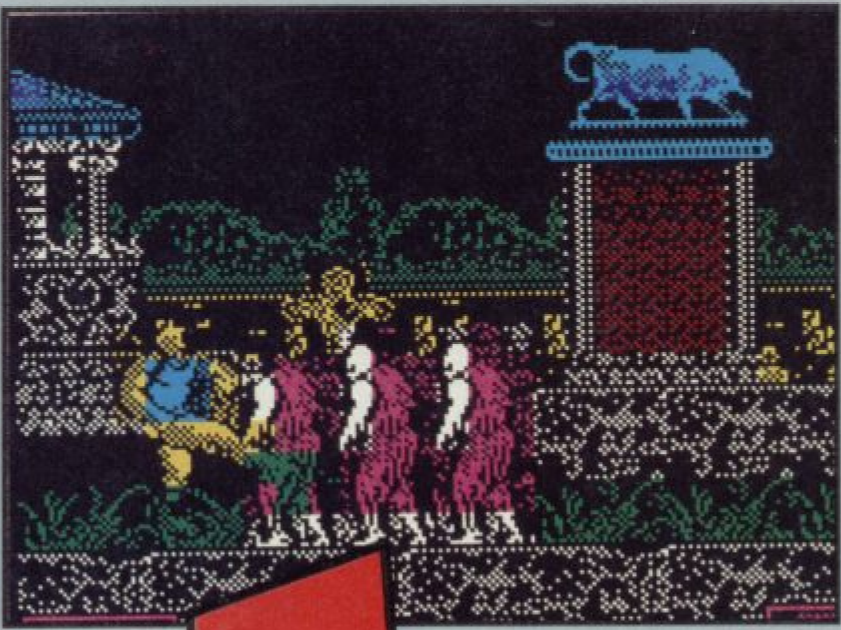
To avoid dying twice in one lifetime, you must negotiate the various levels, the first being the trip to the gateway of the underworld (no it's not a large supermarket) where Nelf is holding Athena. You must punch and kick your way to the portal and when the occasional pulsating beastie appears, kick it's orbs out 'cos the orbs, when collected, power you up and give you extra fighting power. Collect three of theses on a level and kerpow! A startling metamorphosis takes place and transforms you into one of three creatures; a wolf, a bear or a dragon with each one possessing a special fighting ability with which to battle your way onward.

Control is by joystick and keyboard with all the leap up, crouch down, left and right stuff with fire button unleashing a punch or kick and, when you're all powered up with your three



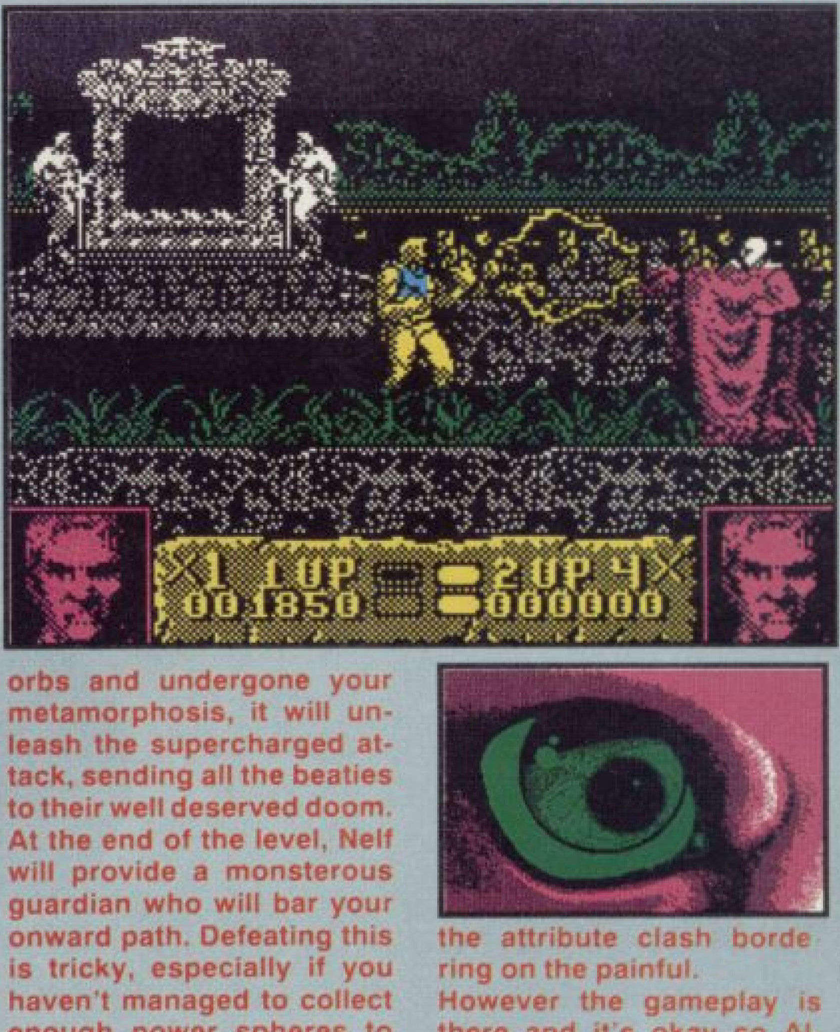




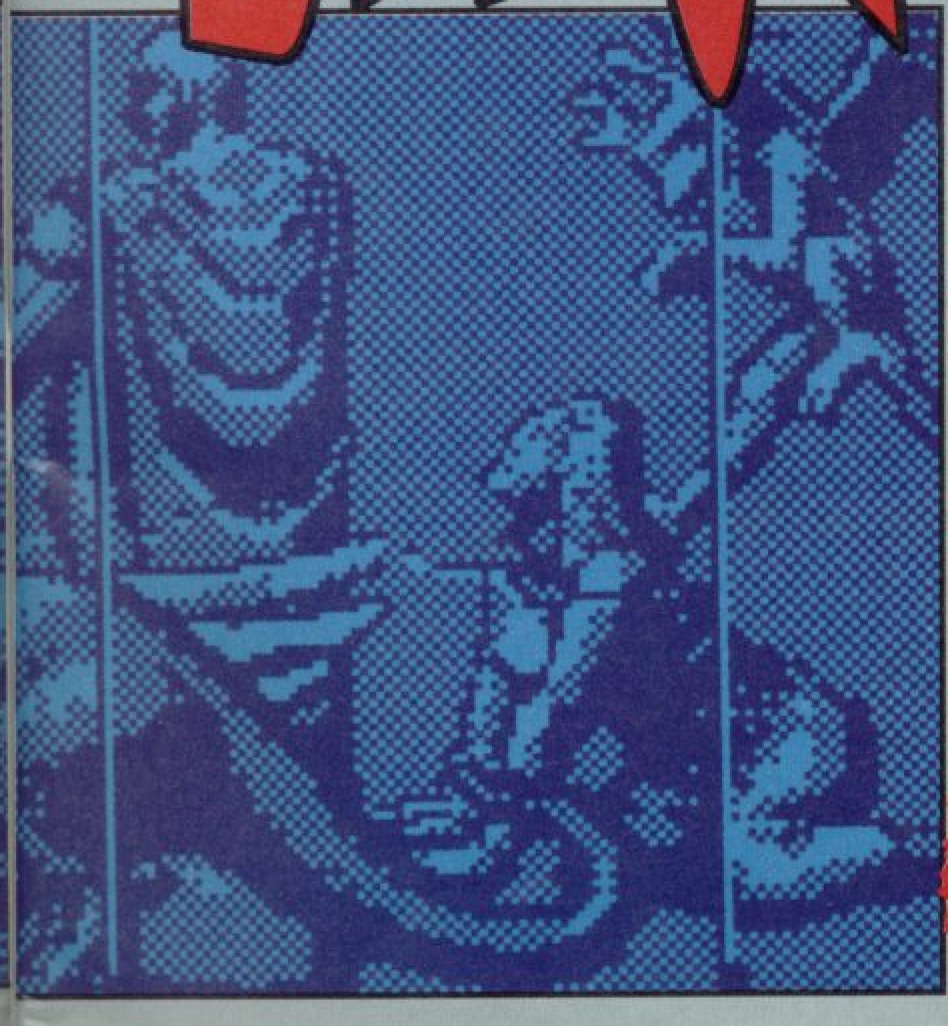


# GAMES REVIEW!

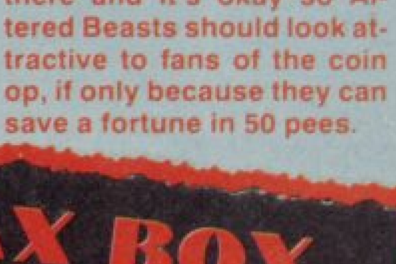
The Altered Beast Sega coin-op is a fairly wicked affair with some great graphics, especially which is why this conversion seems a little lacking. The graphics are pretty and the backdrops are quite good but the scrolling from left to right is slow and jerky with




# D BEAST



orbs and undergone your metamorphosis, it will unleash the supercharged attack, sending all the beaties to their well deserved doom. At the end of the level, Nelf will provide a monsterous guardian who will bar your onward path. Defeating this is tricky, especially if you haven't managed to collect enough power spheres to warrant a change to a meatier diposition.



the attribute clash bordering on the painful.

However the gameplay is there and it's okay so Altered Beasts should look attractive to fans of the coin op, if only because they can save a fortune in 50 pees.

ARCADE REVIEW

## FAX BOX

*Big licence gets the Activision treatment*

| GRAPHICS | SOUND |
|---|---|
| 67 | 65 |
| 74 | 69 |
| PLAYABILITY | LASTABILITY |

Label Activision Author In House Price £8.99 Memory 48/128K Joystick Various Various

Reviewer

10 20 30 40 50 60 70 80 90

OVERALL 70

# MAKE YOUR

## WITH *OCEAN'S* AMAZING *UNTOUCHABLES* VIDEO CAMERA!




Take a look at this, me lovelies! No. Not a hand held rocket launcher. Not even a spaceship from the fourth time galaxy of Pting (easy mistake to make). This is an Amstrad Fidelity VMC 100 VIDEO CAMERA. And it could easily be yours.

*The Untouchables*, as we've told you a thousand times already, is a simply fantastic conversion of the movie and we thouroughly recommend that you go and read the review, play the demo, watch the film and buy the game TODAY. Or TOMORROW.

But enough of the game. It's the video camera that you're interested in, isn't it?

A highly desirable item it is, too. All sleek and black and rather Habitat, if you know what we mean.

Just think of all the fun you could have goofing around the park filming the wierdies. You could set yourself up as any number of mini-moguls. Perhaps you have a naturistic bent, and you'll be taking the camera for long walks up to your knees in gunk, making tapes of the interesting wildlife in your local pond.

Or maybe you see yourself as a Sergio Leonne type, and you'll be on a sandy beach somewhere whistling and "awaaaooowaaa"ing to your

# OWN MOVIE

heart's content, shooting your mates and chewing a so-called "cheroot".

Or perhaps you see yourself as a young Sam Pekenpah, and you'll be filming loads of Action Men dressed in WWII uniform and covered in tomato sauce with their legs blown off.

Or maybe you could try something in the Woody Allen style.
Or maybe not.




WHAT TO DO: Simply answer the questions and send your entry off to: "Moviemaking, here I Come!" Compo, Sinclair User, 14 Holkham Road, Orton, Peterborough, P62 OUF.

WHAT YOU WIN: Obviously, the winner will receive this AMSTRAD Video Camera and a copy of The Untouchables game from Ocean.

20 Runners up will receive copies of the game.

THE QUESTIONS: 1) Who played Al Capone in the Movie? 2) Who Did Robert De Niro play in the movie? 3) Who played Taxi Driver in the movie of the same name? 4) Who was convicted of Tax evasion charges in the movie?

### Rules:

No employees of EMAP or Ocean are allowed to enter. Neither are Robert De Niro, Kevin Costner or Sean Connery. The compo closes on November 30th. The Editor's decision is godfather-like in its finality and absoluteness. No correspondence will be entered into

### The Coupon

Name..........................................

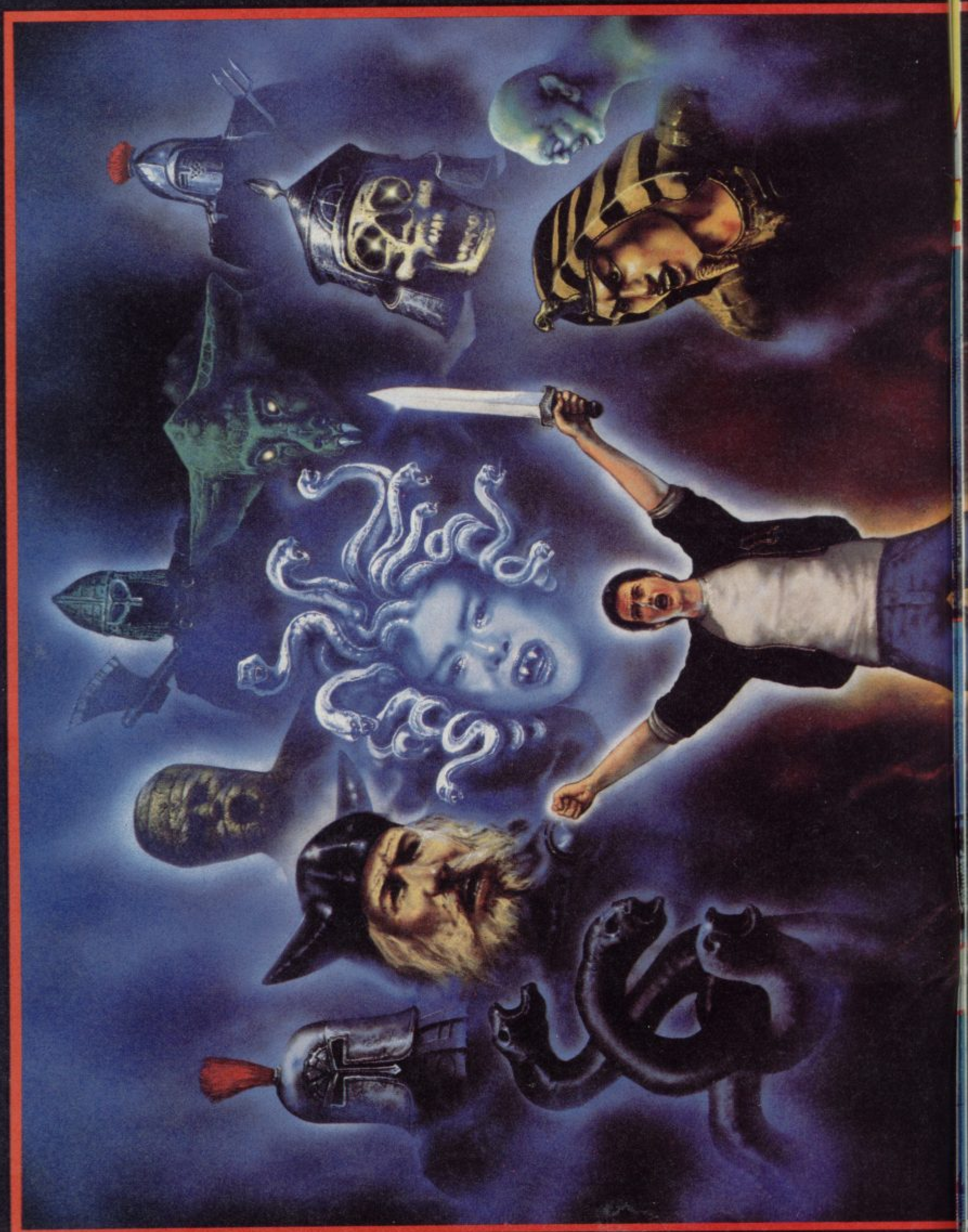
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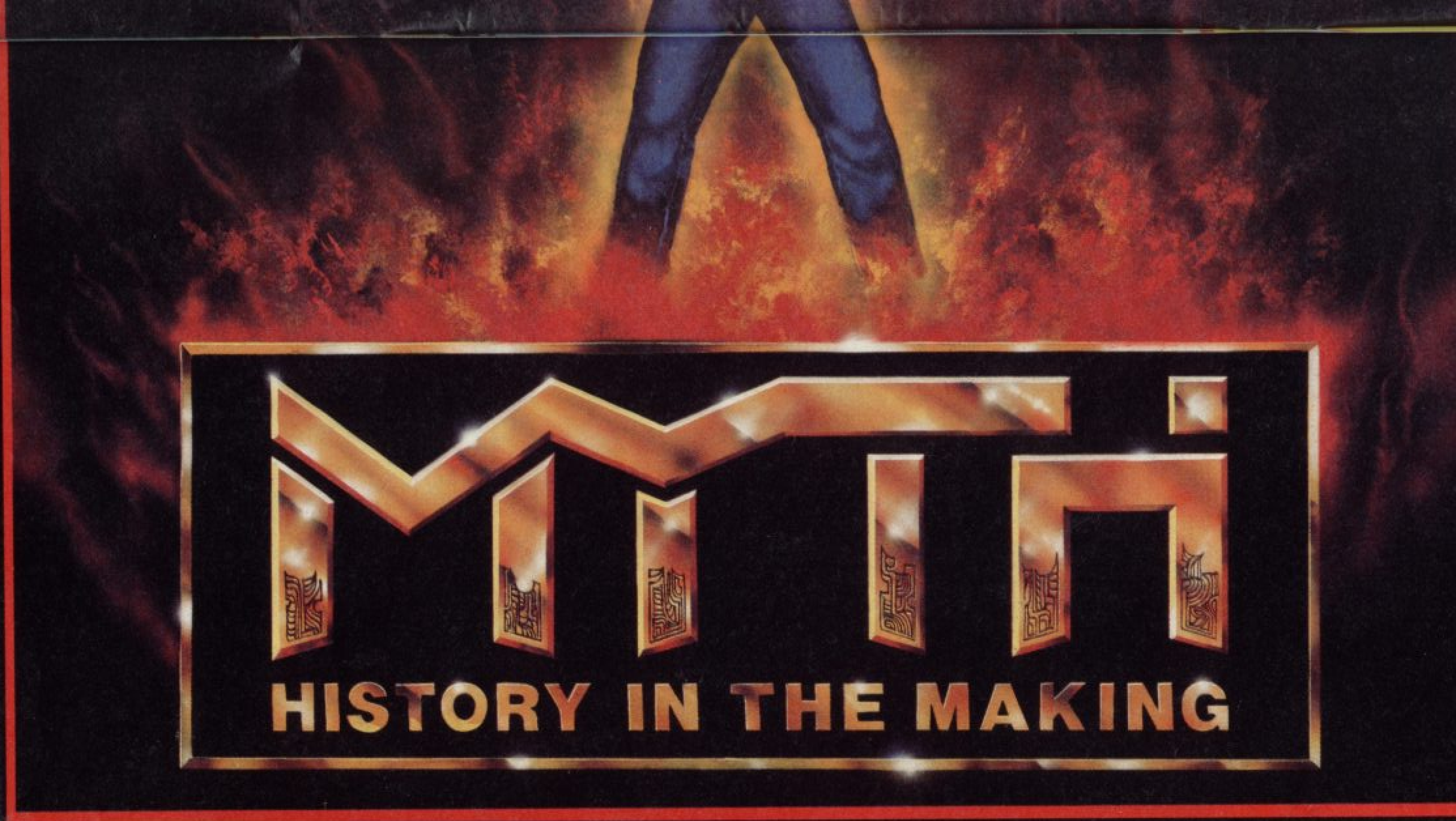
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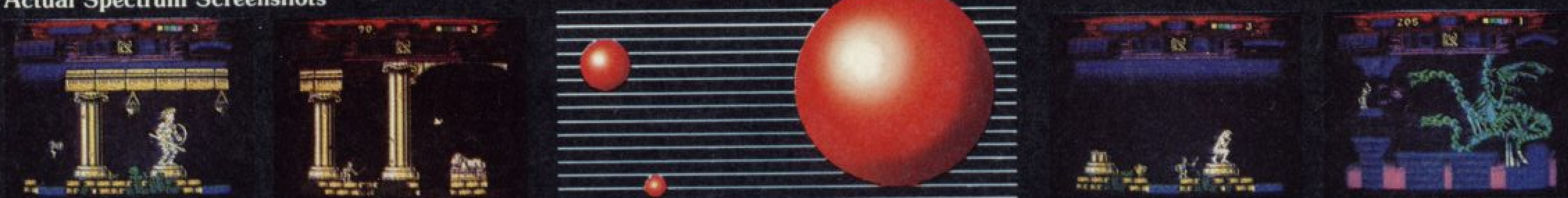
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Actual Spectrum Screenshots



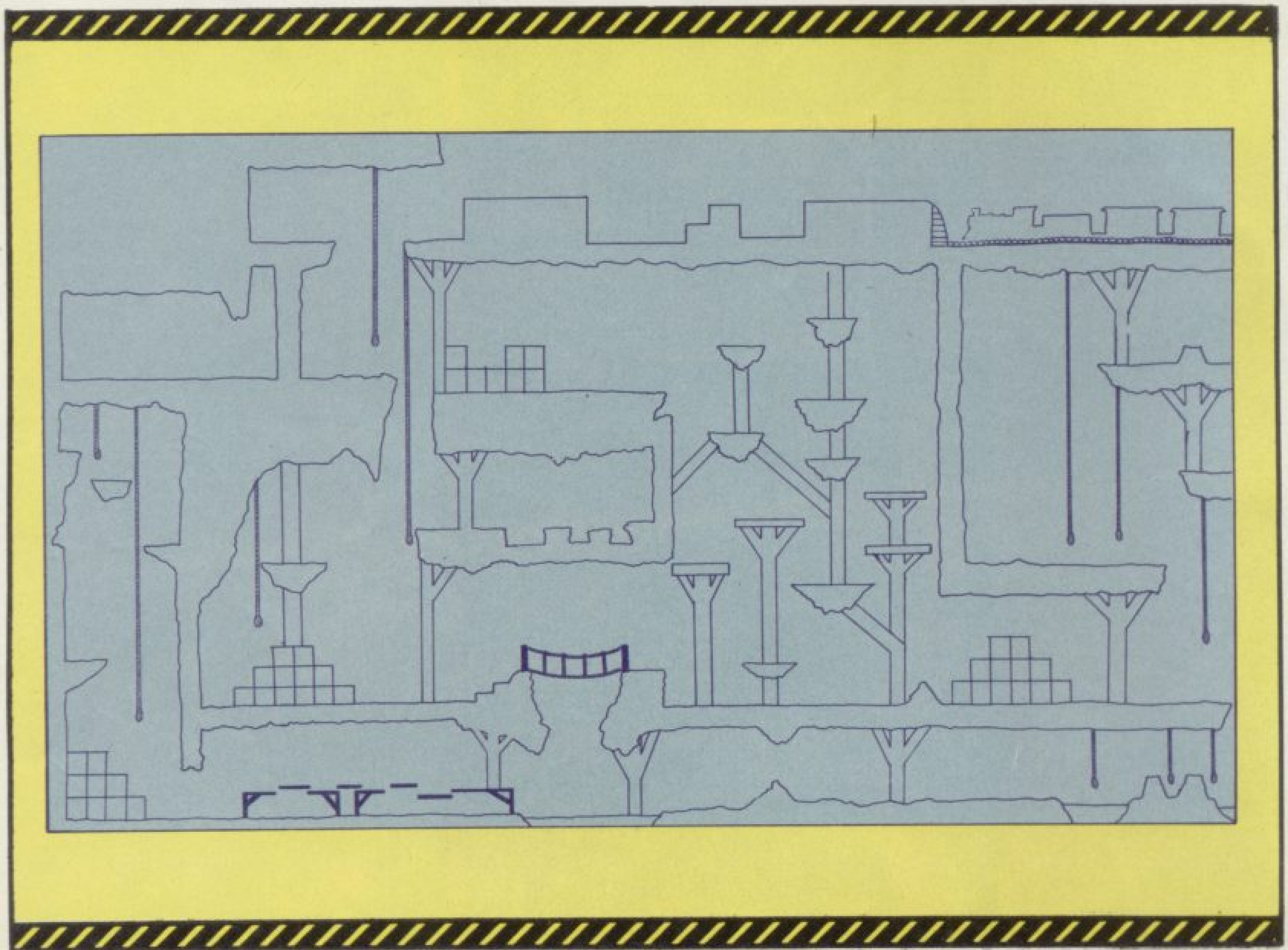
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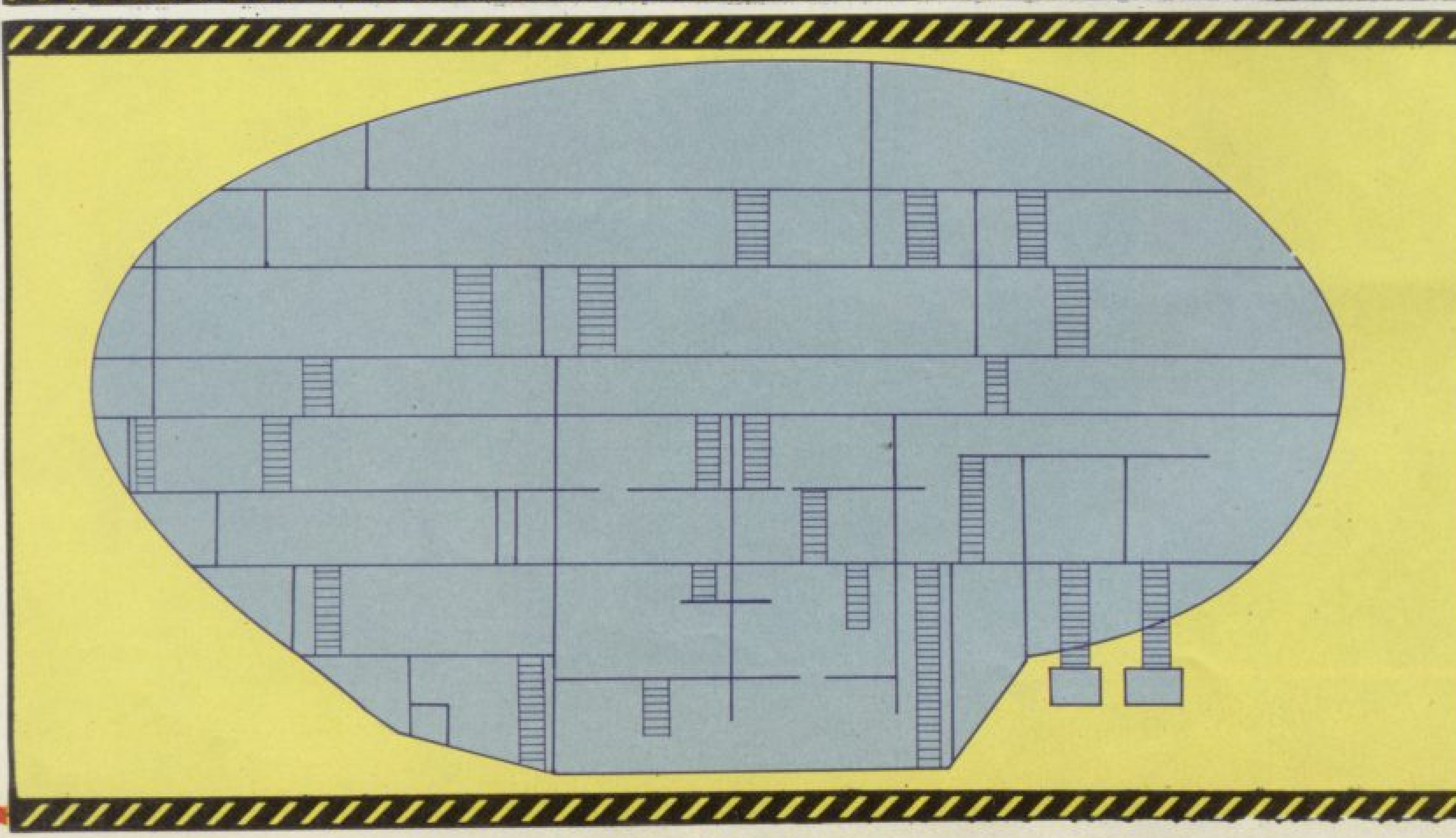
SYSTEM 3 SOFTWARE, BLENHEIM HOUSE, 1 ASH HILL DRIVE, PINNER, MIDDLESEX HA5 2AG

Telephone: 01 866 5692 FAX: 01 866 8584

AVAILABLE ON SPECTRUM AMSTRAD CPC C.64 AMIGA ATARI ST

# DIRTY TRI





# CKS DEPT.

Oooer, what's going on 'ere then? Where's Jon gone? And who's this Garth? Why are there five luverly pages of tips and hints and pokes and stuff? And is it really all in glorious technocolour? And has Tim really taken quill in hand and scratched out the first two levels of *Indiana Jones* and only charged Jim thirty bob?

Well yes. Fate is a wonderful thing, sometimes. There you are, gently teasing Alison about her dodgy motor and removing all the mirrors from the toilets so that Jim can't keep his oh-so-cool hairstyle together and WHHAMM! The two of them team up and wave the sword of Damocles over my head (or in this case a full can of Tim's Loutish Lager), and tell you that Jon Riglar's off to college to do a Dirty Tricks PhD, and you've got to do the tips or else! Well I'm not going to drink any of Tim's lager 'cos I've seen what it does to him, and it's not nice at all. So here I am. And here are this month's bigger than ever, ever so pretty and dead clever, Dirty Tricks...

## DYNAMITE DUX

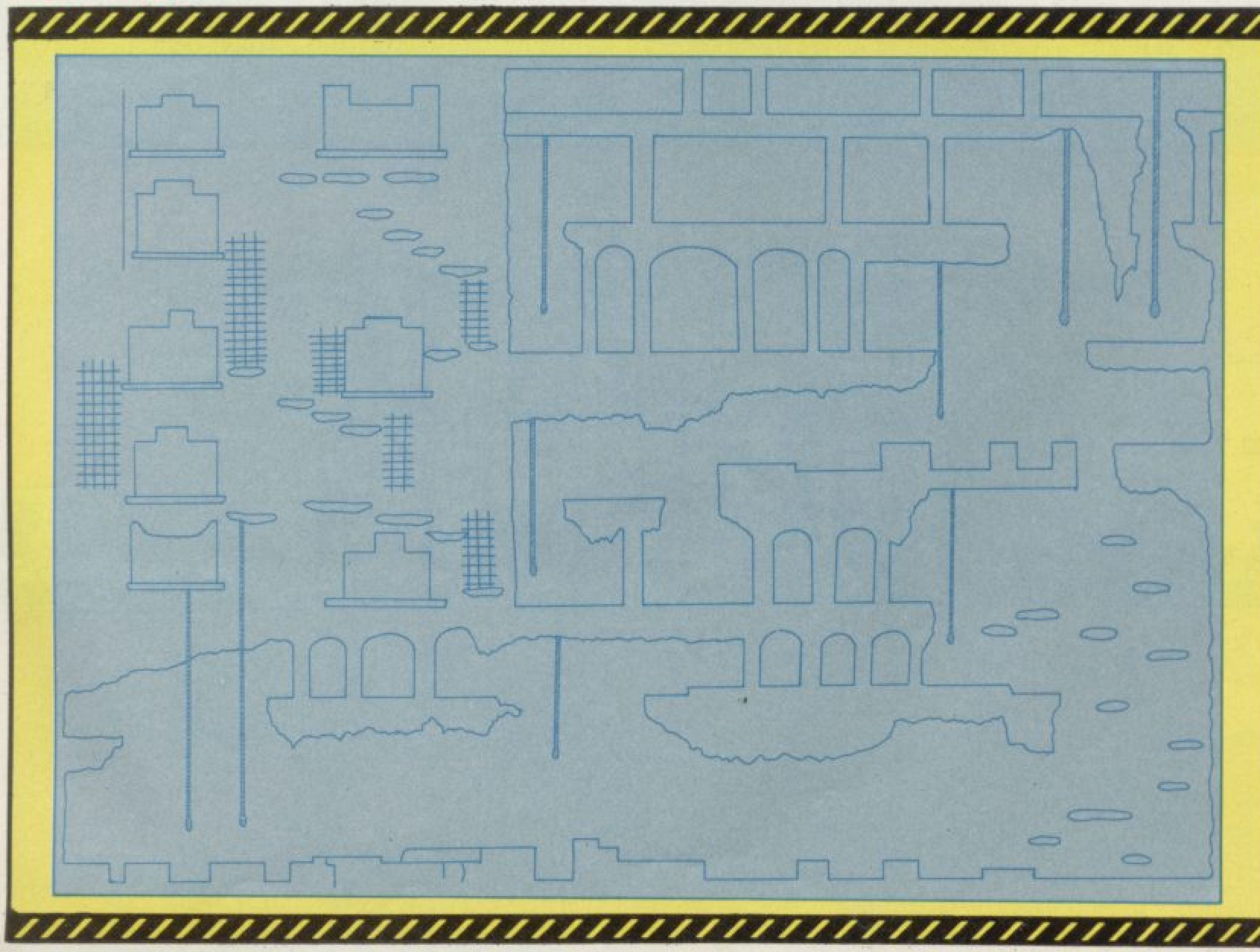
**This is it! The definitive guide to that crazy game *Dynamite Dux*. Last month we brought you the classic game, and this month here is the classic playing guide...**

Okay Dux fans, here we go. Take your time walking from left to right as enemies will scroll on all the time. It's best to let a few scroll on, then kill them and then continue until more appear. Occasionally, when you kill an enemy, it will drop some food. Collect this as it boosts your energy but do it quickly as the food doesn't hang around. If there are two pieces of food on screen, be a pig. Get stuck into the biggest bit of tucker as this will contain more energy.

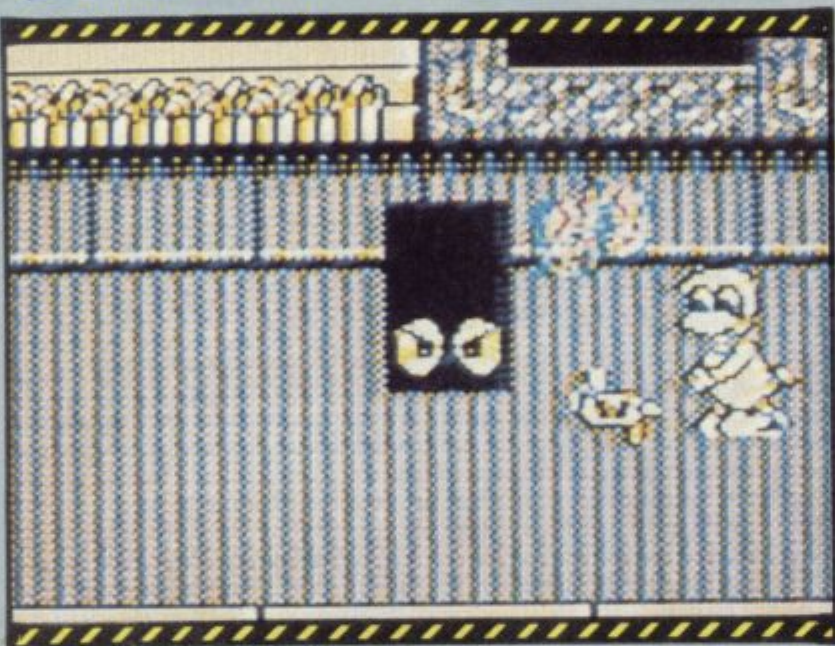
Your most devestating weapon is the homing missile and the only one that can be used while walking and drawing as many enemies onto the screen. Once they're there, keep firing!

Bombs kill enemies over a large area but leave you vunerable while it's in the air. They're pretty crap as close range, whilst the machine gun is the most accurate and gives the most shorts; but for sheer destruction, the flame thrower is great for groups of ememies. Keep the fire button pressed down and rotate in all eight directions, killing all enemies around you.

On level one, stay on the pavement as none of the nasties



# DIRTY TRI



can follow you onto it. But keep an eye open for enemy fire.

Collect all tresure chests, as they give a randoms bonus of either 10, 1000, 5000 or 10000 points. Collecting them will enable you t·· get an extra life sooner.

## THE ENEMIES

### Army Mice with Bazookas

These rugged little rodents fire homing missiles and you should advance towards them by jumping and in this way avoid most of their missiles. As soon as you're near enough, do a Rentokill on them. ALternatively, you could wind up your punches and destroy the missiles as they come towards you.

### Roller Skating Tigers

On level 1 they are elusive little pussies, moving towards you, up and down the screen and even showing off and backskating. Kill these by punching them like mad, (they deserve it the little show offs!) and try to get back onto the pavement as they can't follow you onto it.

### Moles

Apart from being gardeners nightmares, they are also hard to avoid - you can usually expet to get hit by them a couple of times. The best way to kill them is to stay where you are and when the mole hill appears start punching it. This will destroy the mole when it pops its head up.

### Crocodiles

These fire ROARS at you - when they get so close. A long range weapon is best for these, ideally if you have the bomb through one into the centre of the pack of them.

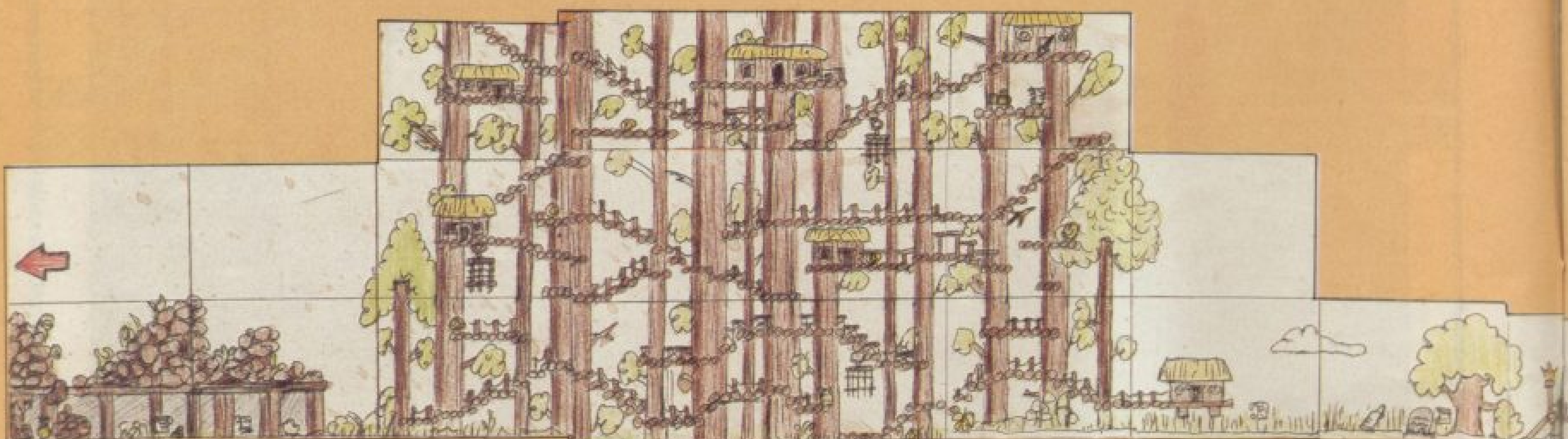
### Sumo Pigs

These take two hits to kill. They walk slowly but will throw a kick as they come towards you. Kill them as soon as they come onto the screen. They come in large numbers and take two hits each so don't waste homing missiles, in fact don't mess about - bomb the porkers out of existance 'cos that way you take out several at a time. Alternatively, you can wind up a punch and kill 'em with one blow.

### Mice Pack

These rush at you in packs, and are a pain to hit. Just jump over the little rats.

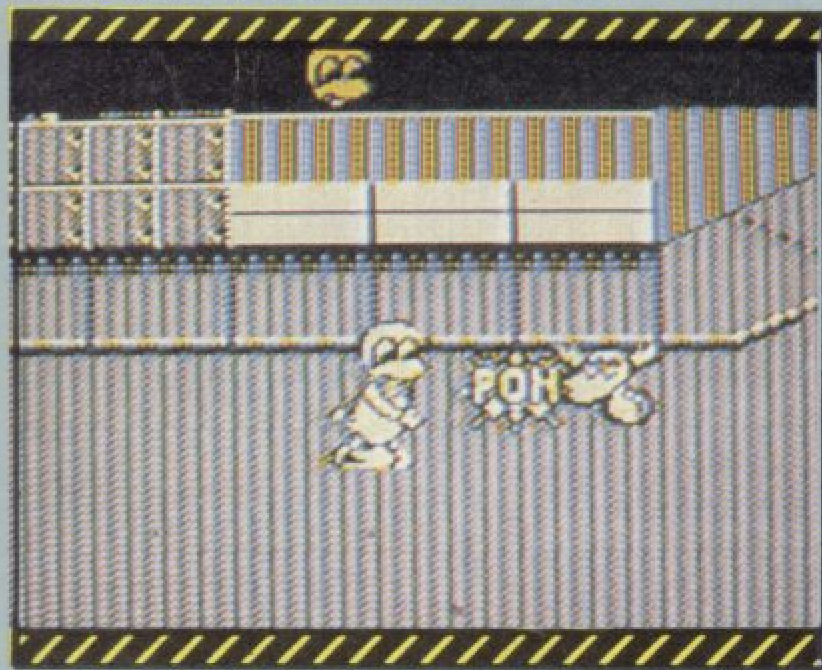




CKS DEPT.

## Ninja Mice

These appear in a puff of smoke then fire shuriken at you. You need to be tooled up to meet them, if you're not the n just get out of their way. If you do have a weapon (fnarr), that deals in megadeath, then as soon as a puff of smoke appears start firing - this shoudl frv the little vermin.




## END OF LEVEL MONSTERS

### Level 1 Fire Monster

Get the waterable to find a safe spot in between its line of fire. Stay there and keep on blasting away!

### Level 1 Rock Monster

This end of level beastie can be killed withour getting hit - if you follow these instructions TO THE LETTER! Stand on the top pavement as far back as you can and face the bottom of the screen. Wind up a big punch if you haven't got a weapon, then fire as soon as he moves into your line of fire. Even when the rocks spit out, they cannot hit you.

There is an easy way of annihilating most monsters, usually it is case of finding a safe spot or just jumping in and repeatedly hitting the heart of the creature with normal, fast punches.

And there you have it. The definitive guide to playing Dynamite Dux and if you haven't got DUX yet then why not! We don't give away SU CLASSICS - only the very best games earn them!

## SPOOKED

Here's a quick run down on some of the spells available.

*Lightening* is the first spell that you are able to get. It mav not be as devestating as the homing *Fireball* spells, but it doesn't run out with quite the amazing regularity of the Fireballs.

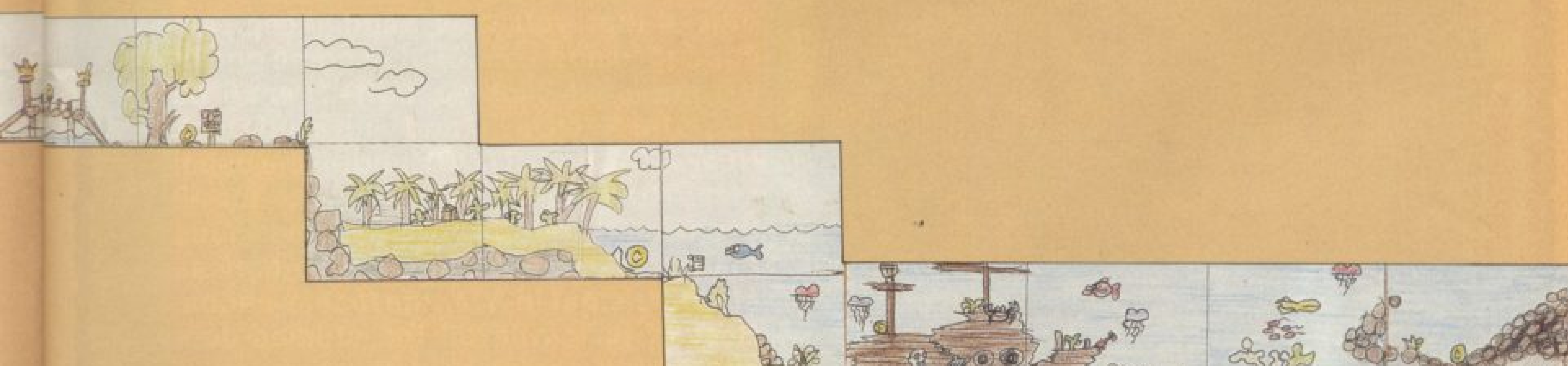
*Hallucinate* Spells make the screen go a strange colour, and everything floats in the air making ingredients easier to catch and easier to avoid the ghosts.

*Stun* Spell is useful for collecting ingredients as it stops then from doing a runner as soon as you approach. It also stops ghosts in their tracks which puts paid to their annoyance factor.

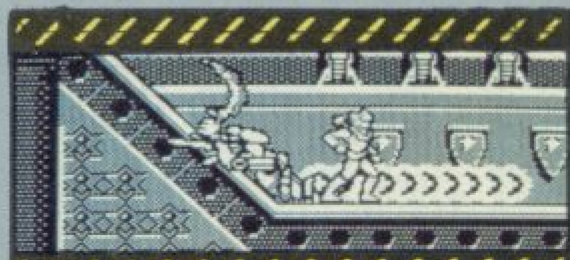
*Changeling* Spell is not a great deal of use for anything.

*Protection* Spell as its name implies, protects you from ghosts, which has got to be a great thing, as I think the ghosts are the most despicable, annoying and pus infected, complete and utter ... ('I think that's enough of that Garth!" - JIM)





# DIRTY TRICKS DEPT.





## BATMAN

Well this must be first. Here's a cheat that you can use on the demo of BATMAN that came to you courtesy of Beastie Boy Philip Kiernan of Co. Westheath. From the beginning, go up the ladder, then right and stand as close to the wall as possible and face it. Batrope directly up to the next platform and turn to face the left without moving left. Throw the Batrope diagonally left and hold down the up key. Batman will zoom upwards several platforms in no time at all. Okay, so it's not great but it's better than a poke in the eye with a sharp Batstick.

## TITAN

For those of you out there that are just a little stuck on Titan here are the passwords for the first 40 levels:-
1. J4JMKR 2. HBHCH 3. 4492LI 4. 0SEOEL 5. 24O1TO
6. 01L038 7. 04KJ0B 8. 198075 9. OV7R70 10. H67JR1
11. 04JBR8 12. RDL89 13. B8JLJ4 14. DNBE08 15. TMV281
16.LO9U3H 17. 9JHTQN 18. UKUTB8 19. 01HFJO
20. 1R7DCG 21. V30906 22. 4P4192 23. 40RSHP
24. E4DBQP 25.LFPOBO 26. 1H9615 27. MOBOPV
28.B9HH22 29. RN4RH9 30. BG6W61 31. 1W1440
32. 044080 33. E396V3 34. 740330 35. 2L41H1
36.SGOWOO 37. 48H093 38. FU5HJ9 39. OGU9P1
40. 294JBH
Hope that'll keep you going for a little while.



## HUMAN KILLING MACHINE

It's simple, it's straight forward and it wacks you up to the next level. Simply hold down the GO key and press X. Presto! You're up a level without having the hassle of killing nasties on the way. Gotta be a winner!

## INDIANA JONES

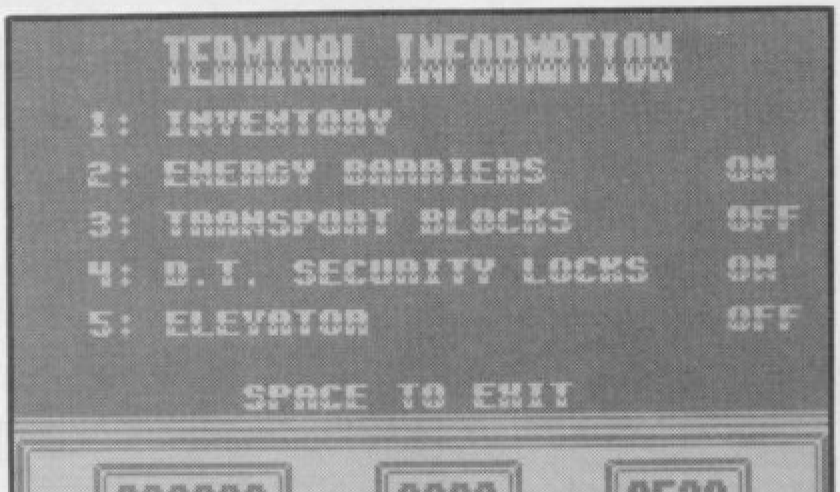
Tired of people killing Indie before he can whip out his weapon (fnarr!)? Well forget it! If we made Indie immortal he just wouldn't be Indie would he? However, no one would be averse to giving over favourite archeologisht a helping hand and so if you hold down OTD on the title page he'll advance straight to the first level. SHIFT 2 will take him through it and SHIFT 3 will take him on the next level. After that, I'm afraid, it's up to you to make sure he remains a (live) hero.

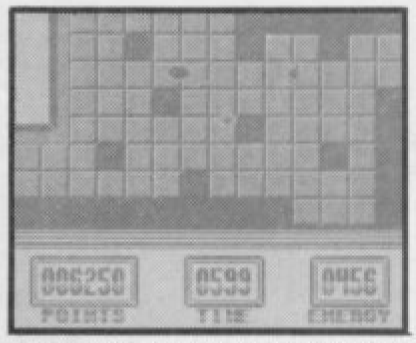
## STRIDER

Whoops. There I was reviewing Strider and all I did was to hit ZO at the begining of the game then H to hold the game and SHIFT 1 and it took me straight through the level. Pretty lucky I guess.

**Next month we'll be having a look at *TREASURE ISLAND DIZZY* for those of you that are a little stuck and some cheats for *ROBOCOP* and any others that you may send (keep 'em coming in and youcould become one of my personal hack sqaud!). There'll be maps for *SPOOKED* and with a little luck *NEW ZEALAND STORY* and all the usual razz. There's just enough space for all of us on SU editorial to say an enormous thanks to Jon Riglar for all the tireless effort he's put in over the last few eons. Best of luck with all the studies Jon, although if you're studying computing you'll probably be able to teach your lecturers a thing or two...**

GAMES REVIEW!

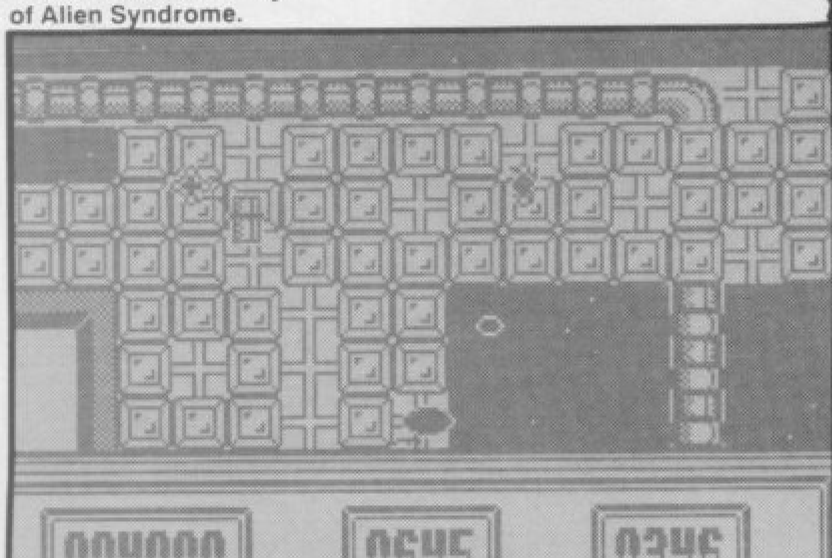



# DIE ALIEN SLIME!

Some game titles just demand to be used. "Game Over" was one of them. "Better Dead Than Alien" was another. "Die Alien Slime" is the third, and possibly the best. The problem is that there's no guarantee that the game will match the marvellousness of the title, and that is indeed the case here - good name, shame about the program.

Die Alien Slime looks like several ideas tacked together. The main influence is Alien Syn drome - lots of complicated space stations seen in a top view, lots of swirling monsters, quite classy flip-screen tech niques and plenty of colour. Unfortunately the graphic design doesn't quite make it; your heroic little spaceman looks like a demented spider as he scuttles through the corridors, and the aliens range from pulsating black ellipses to floating cylinders; not half as exciting as the horrid blobs of Alien Syndrome.




You can blast anything that moves with your super proton disruptor thingy (which seems to have the ability to shoot through walls), but they don't die a particularly spectacular death.

You might also notice bits of Impossible Mission hidden away in DAS; if you hope to destroy the aliens and clear out the many levels of the space station, you have to log on to the terminals located on each level. You then have the options to inventory the objects you have discovered and picked up; to deactivate the energy barriers which close off certain parts of the complex; to activate the transporter blocks which zap you directly from area to area; and to unlock security locks.

Of course, you have to have picked up the correct tokens to have the option do do any of these; the tokens lie about in a relaxed manner, conveniently labelled with the appropriate initials. Apart from that everything's very predictable, with a timer counting down to your inevitable doom if you fail to complete a level quickly enough, and an energy counter showing how much punishment you have taken from collision with aliens.

There are a few nice features, like the way in which your little man teeters on the edge of the catwalks, but since he can't actually fall off this doesn't add much to the gameplay. On the whole, then, Die Alien Slime is a bit of a waste of a good title. Considering the comments games players make when they get killed unexpectedly, I've al ways maintained that any game called "Oh S**t!" would go straight to the top of the charts.

Perhaps Mr Branson or one of his colleagues would like to pay me 10 for the use of this idea.

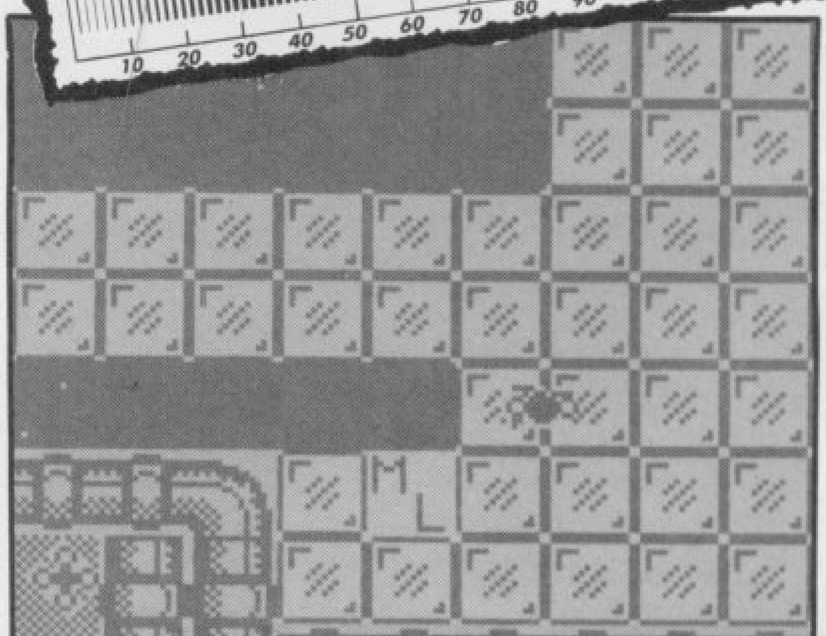
ARCADE REVIEW

## FAX BOX

*Some fast movement but not many good ideas in this Alien Syndrome looka like*

DIE ALIEN SLIME Label: Mastertronic Author: In -house Price: £2.99 Memory: 48K/128K Joystick: Various Reviewer: Chris Jenkins

| GRAPHICS | SOUND | PLAYABILITY | LAST ABILITY | OVERALL |
|---|---|---|---|---|
| 58 | 57 | 45 | 26 | 50 |



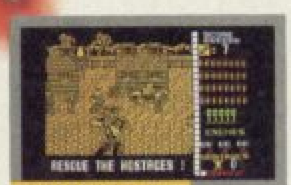
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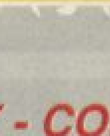
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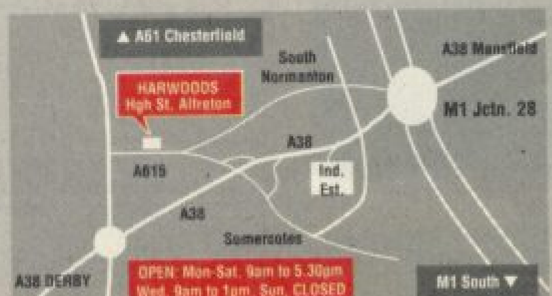
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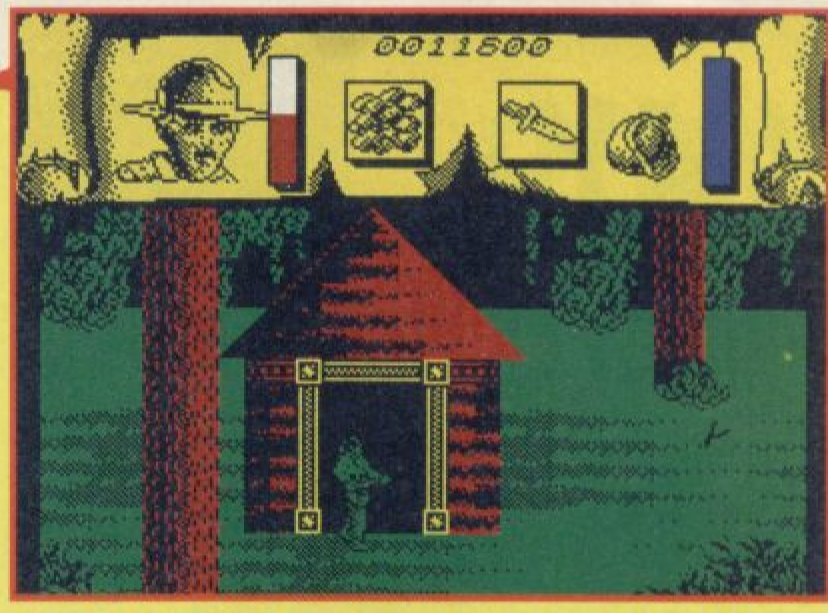

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GAMES REVIEW!

# TUSKER

Imagine the sun bleached skies of Africa, alive among the shrill cacophony of the jungle and the distant cries of the native bingo callers.
This is Africa, a land rich in beauty where only the strong can survive and the only place for the weak is a seat in the once monthly Link game. Or no seat at all. If you're too slow, you're likely to have you're bottom ripped off, which in the jungle means you've got nowhere to go (geddit?). There are many ways to get rich, one way is to build your own Bingo Hall, the other is to find the last resting place of the largest land mammal in the world. The elephants' graveyard. The tooth fairy may leave you a couple of bob for your old teeth, but when the eleiphants die, they leave a fortune behind them in ivory.
Luckily for you, your father Mr Tusker Snr, has made it his life's work to find this hallowed ground but he's given up the ghost and it's up to you to take up the task. You must work your way from desert to jungle, through underground labyrinths, native villages, crocodile infested suterranean pools and you go and killing the odd bingo caller.
Control is along the four main compass headings, with the fire button being used to kick or thump opponents or to use things that are picked up along the way.
Icons at the top of the screen show two fists. The left hand holds objects and artifacts that you may need to use and the right hand shows the various weapons that you have at your disposal. Energy is shown as the bar on the left and a bar on the right shows water which you can use to replenish your energy - if you have a water bottle of course!
Play begins in the desert, where nomadic tribesmen with long, curved scimitars will try to hack you to bits. Just say no, and until you pick up any weapons, run away. Once you've picked up a few bits by a down, left/right, fire motion, you can selct between them by pressing A for Artifact and S for weapons. This will flip between icons of things that you have in your possession. Once you're carrying a weapon, the kick, punch directions become different heights of chopping and hacking so you can vary your attacks.
The graphics are really quite pretty and characters can move behind and in front of parts of the scenery giving the game a real feeling of depth. The movement of your character can however, get a little difficult from time to time and the tribesmen seem to home in on you in a fairly simplistic fashion.
Tusker is a large game, with lots in it, combining arcade and stratedgy in a colourful combination that would add to any artists palatte. I felt that the arcade side of the recipe was slightly lacking but still yeilds a game that should keep the interest of any adventurer whilst arcade junkies could find themselves not enirely satisfied.




"Anybody there?" Tusker looks inside a bingo callers hut but doesn't find a full house. Hang on though, what's that over there?



"Fancy a tea?" The inside of a native building promises enlightenment and danger. And is that a head I see in the corner?




A beautiful example of an early Axtec Bingo hall holds unknown terrors. Especially if he gets hit by those tears!

ARCADE REVIEW

## FAX BOX

*An 'unlicensed' Indiana that has terrific potential*

| GRAPHICS | SOUND |
|---|---|
| 84 | 68 |
| 79 | 80 |
| PLAYABILITY | LAST ABILITY |

*Label:* **System 3** *Author:* **In house** *Price:* **£8.95** *Memory:* **48K** *Joystick:* **Various**

Reviewer:

OVERALL 82

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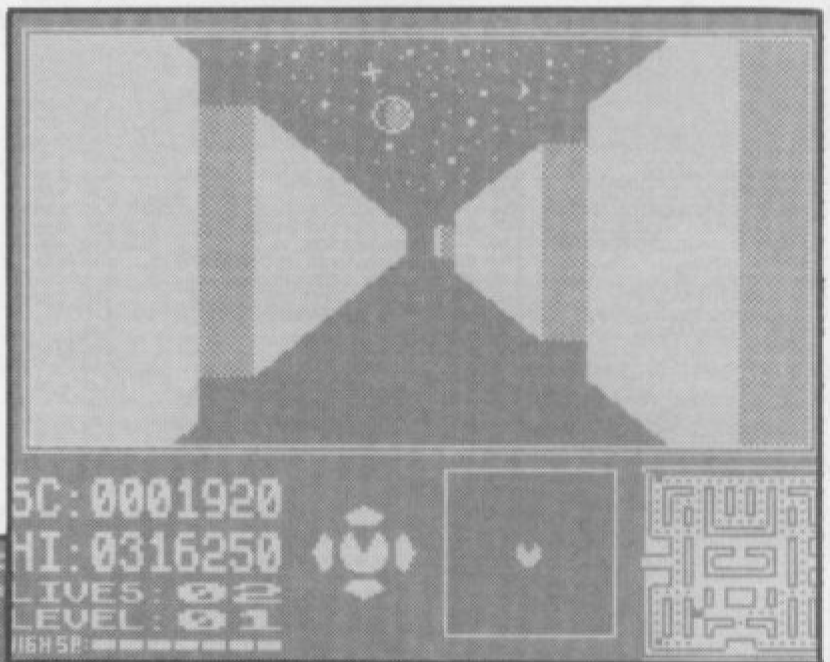
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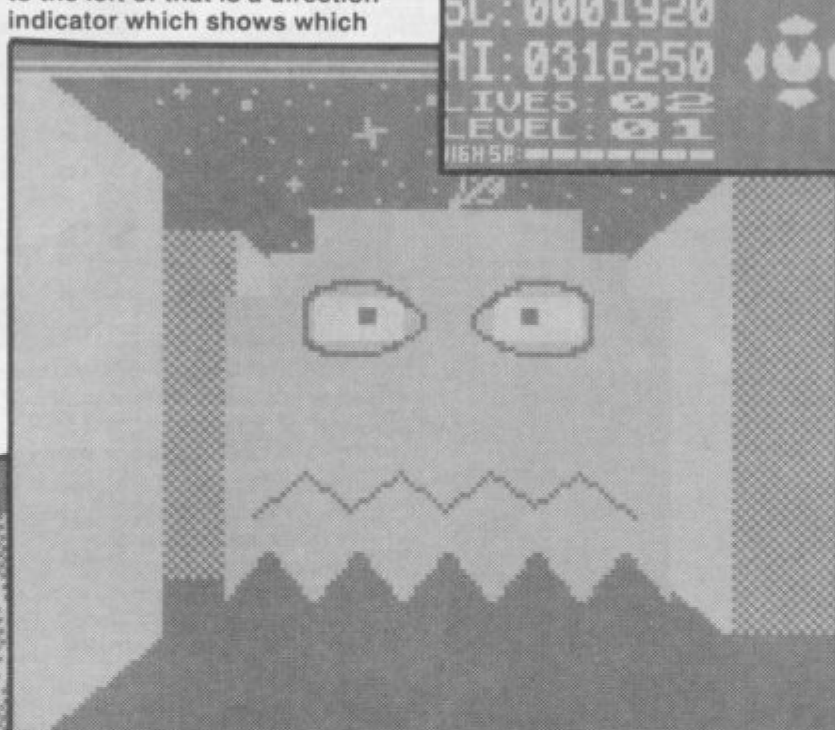
GAMES REVIEW!

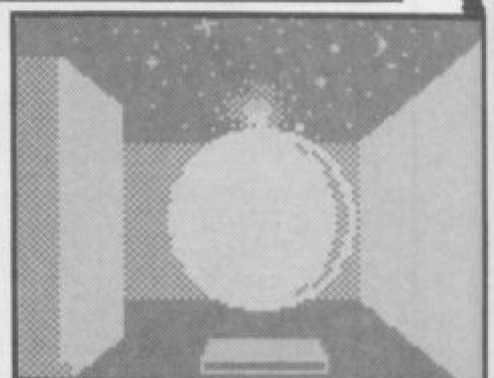
# PLANET 10

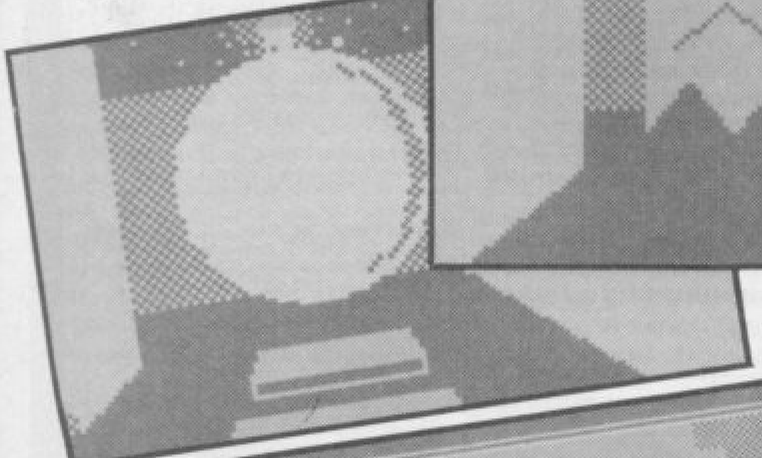
There are a few game ideas which are so ancient and venerable that you don't seriously expect anyone ever to use them again. I mean, come on, honestly, surely NO-ONE in their right mind would EVER do another PacMan variant? Tell me it's not true!

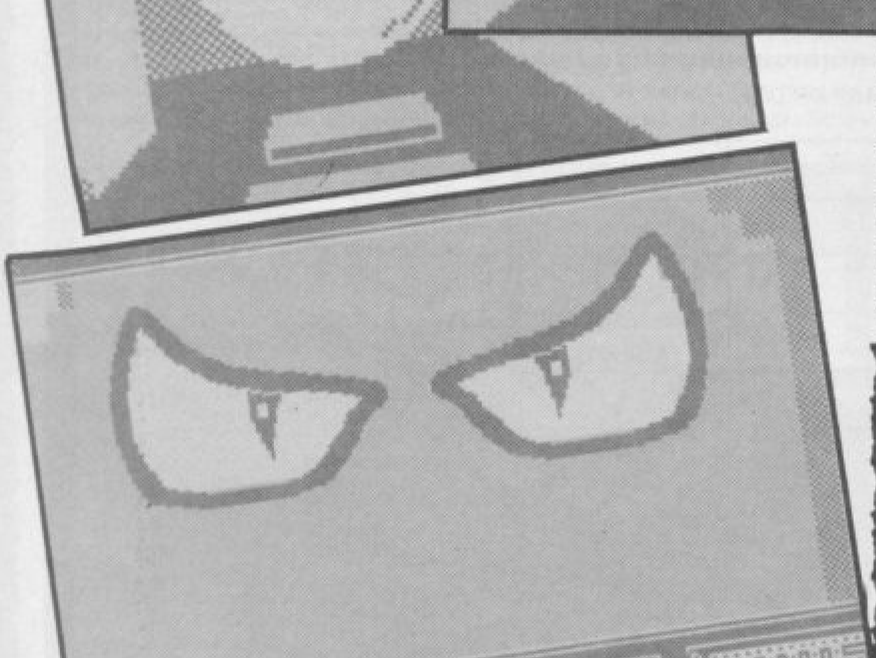
But, pigs fly, moons turn blue, Screaming Lord Sutch becomes Prime Minister and Hartlepool win the Cup; Planet 10 is indeed a PacMan clone, though it's jazzed-up with a sci-fi scenario about sinister alien planetoids, hyper-galactic warriors and radioactive energy spodules. The biggest shock, though, is that Planet 10 is rather good. The big gimmick is that Planet 10 may be PacMan, but it's PacMan like you've never seen it before; the twelve battle-planetoid mazes, rather than being shown from a top-down view, appear in amazing 3-D perspective with a starry background. As you steer your PacPerson through the maze, you see the walls scrolling past, junctions appearing to your right and left, energy tablets appearing on the floor as blue blocks, Power Pills as huge white spheres, and ghosts - AIIIEEEEGH! Huge, slobbering, glaring-eyed blobs of multicoloured protoplasm bearing down on you from the distance! Of course, it would be impossible to complete each maze unless you had a map to help you out, and there it is in the lower right hand corner. It shows your position in the maze and all the uneaten energy tablets, but not the positions of the ghosts. These appear on your short-range scanner, and to the left of that is a direction indicator which shows which way you're facing, and whether your progress is blocked (although this is pretty obvious if a thumping great wall is in your way).










Apart from the sinister theme tune, the best part of the game has to be the ghosts themselves. When you're on the run from them, their appearance is truly scarifying; but if you swallow a Power Pill and give chase, they turn into blubbering cowards, ripe for gobbling up. See those ghost eyes scampering for safety! Hah!

So against all my better judgement this one has to be rated a hit. It might be a recent retread of the oldest idea in the entire universe, but it's been done with style and wit, and should give you a few hours of enjoyable gameplay.

So there you have it. Cheap, cheerful and well reworked.

ARCADE REVIEW

## FAX BOX

*PLANET 10 Label: **Mastertronic** Author: **In -house***

*Price: **£2.99** Memory: **48K/128K** Joystick: **Various***

| GRAPHICS | SOUND |
|---|---|
| 68 | 65 |
| 70 | 78 |
| PLAYABILITY | LAST ABILITY |

It can't be true. But it is! A GOOD PacMan variant in 1989

Reviewer: [signature]

OVERALL 76

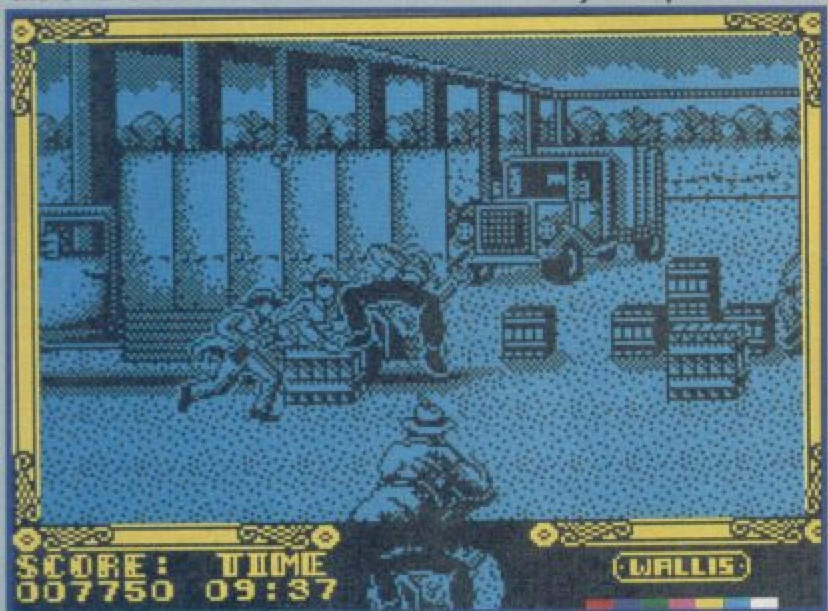
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GAMES REVIEW!

# UNTOUC

The movie licence is a funny creature. Capturing the excitement of a multi-million dollar film extravaganza for computer presentation is hardly an unambitious task. There have been winners and there have been stinkers.




Ocean's Untouchables is a fine example of how to do the job properly.

Chicago. 1930's. Chicago is cracking under the mobster rule of Al Capone. Capone's men are running roughshod over the police and mayor's office. Indeed, he has agents in top positions in government and no-one is beyond his reach. Everyone can be "touched".

So serious is the problem that Treasury Agent Eliot Ness has been sent from Washington into Chicago to clean up the town.

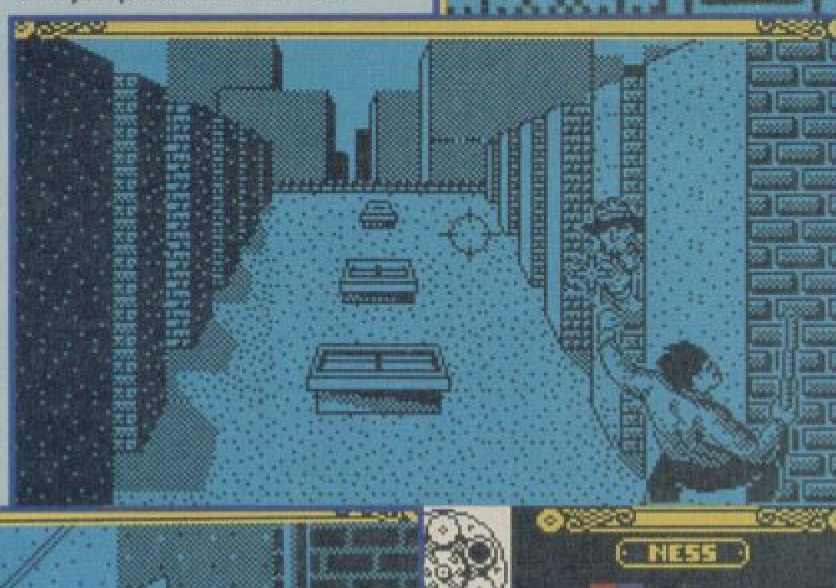
Since Capone employs an army of henchmen to carry out his dirty work and the police department is thoroughly riddled with bent rozzers, the chances of getting a conviction for murder, robbery or extortion are slim. Instead, the route to Capone's conviction is through exposing his tax frauds.

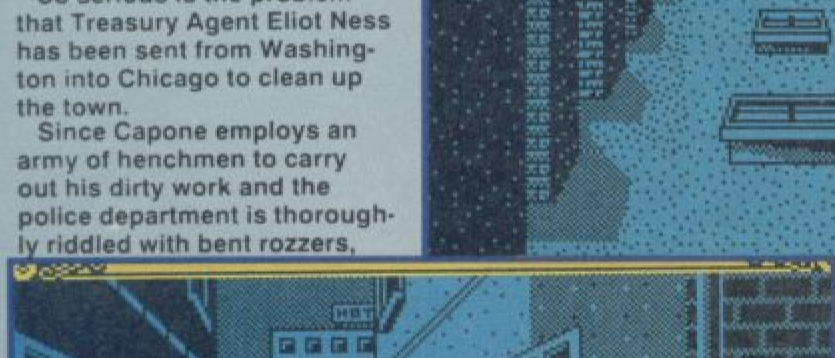
The game follows the plot of the film closesly, and there are six stages of cinematic action which have been reproduced, masterfully, by the Ocean programmers.

## The Warehouse

After receiving a tip regarding an illegal liquor store, you have to make a raid and capture as many of Capone's men as possible. The screen is shown side on and - as is the whole game - in cyan and black. And you have to run and jump across a stack of packing cases, following the direction indicating arrows and apprehending the crooks.






The animation is simply superb as Eliot leaps around in pursuit of the baddies. Once you've captured enough villains, you find yourself on...

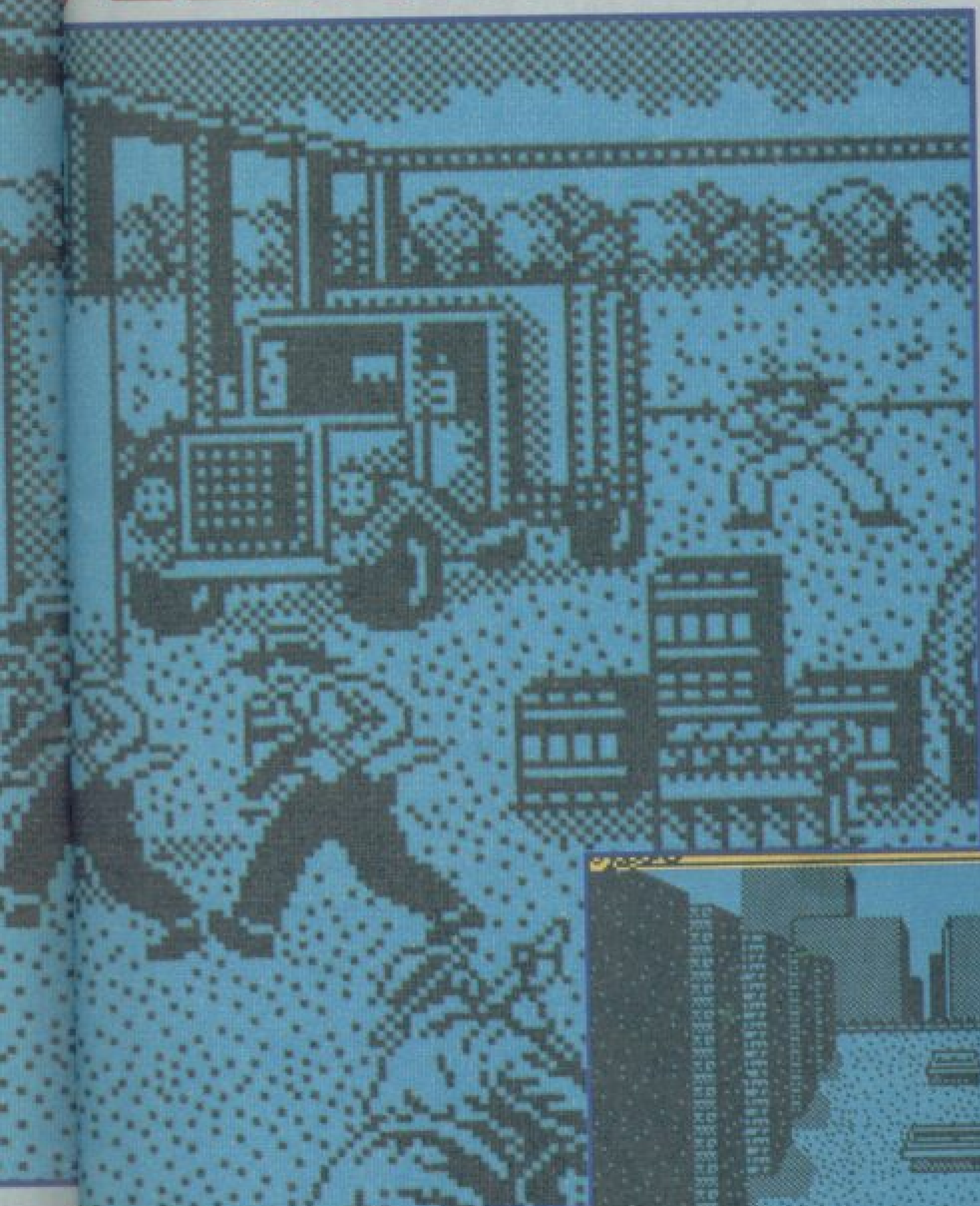
## The Bridge

Ka-boom! Shotgun justice! You've managed to ambush a bunch of gansters on the US/ Canadian border. You need to blast them into submission. You take up a position lying on the deck, shotgun pointing at the mass of trucks and barrels. By rolling left and right, you can get a view of the different areas on the bridge. All the time the lower half of the screen contains a magnified representation of what you would see if you looked down the barrel of your shotgun. This obviously helps to aim and gives a close-up of objects in the distance.

Unfortunately, I found the shotgun sighting a bit tricky to make out. The size of the picture inside the gunbarrel wasn't especially clear, since the pixels inside are pretty big. When you're trying to survey the scene, aim and shoot at the necessary speed, there isn't really enough time to puzzle out what you're looking at.

The rest of this stage,

# CHABLES



though, is excellent. Smooth scrolling and fast action and the baddies buy it in fantastic Op Wolf style splendour. Each time you blow away a goon, you'll grab a crate of booze; all vital evidence in the campaign.




## The Alleys

If you thought you'd had a treat with the bridge section, this stage will simply blow you away. Ness stands to the right of the screen, shotgun in hand, shielded by wall. Ahead, into the screen stretches a grimy, dimly lit alley. Shuttered windows, trashcans, litter. Occasionally cars pass at the end. He's been lead here on the trail of Capone's accountant, who now holds the key to a successful conviction.

You've got to make your way along the alleys, toward a train station. Unfortunately, Capone's men have been tipped off and are hiding in every alley. If you fail to take one out, he'll blast you.

The graphics here continue to impress. Ness loads another shell into his shotgun, turns into the alley, and then fires, then turns back into his safe niche again.

Once you've worked your way down the alleys, you'll finally arrive at the station, probably the climax of the film.

## The Train Station

You're waiting to ambush the accountant when a woman with a pram enters the station. Helpfully, she lets the baby tumble down the huge stairway in it's pram, and it threatens to ruin your ambush plans.

As the bad guys run in from all sides, you're presented with a top-down view of the stairs. You've got to nudge the pram away from the side of the stairs, and away from Capone's men. At the same time, you've got to ice as many crooks as possible.



I may be completely wrong, but this strikes me as - gawk! - a new game concept. It hangs together really well too. You have to split your time between shooting criminals, keeping the baby on course and not getting shot yourself.

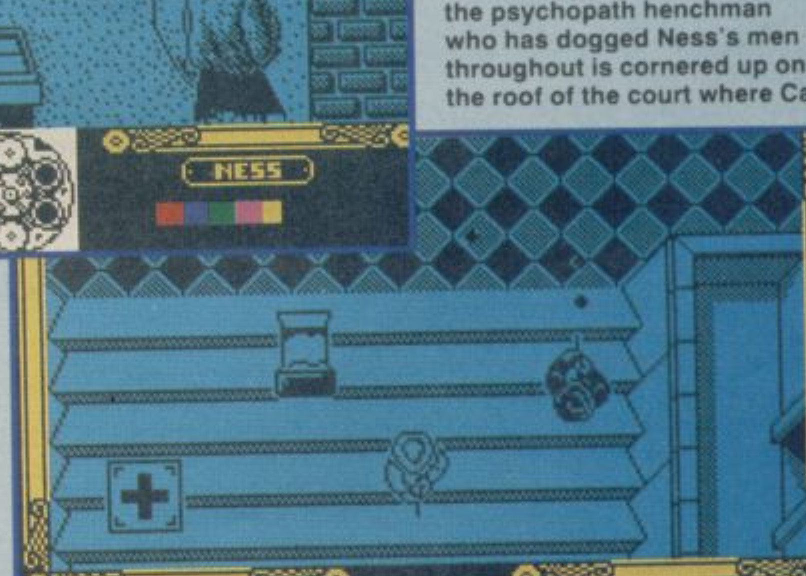
## The Hostage

You've blown away all but one of Capone's men. The last man, realizing his perilous position takes the accountant hostage. Stone - the film's crack shot - must make a miracle shot, killing the bad guy before he panics and blows the accountant's brains all over the station.

This stage is very much like a shooting gallery, with the moving targets at the end and an excellently drawn image of Stone's gunhand in the foreground.

## The Rooftop

The final stage. Frank Nitty, the psychopath henchman who has dogged Ness's men throughout is cornered up on the roof of the court where Ca-






SINCLAIR USER CLASSIC

pone is facing trial. As in the film, you must ensure Nitty does't leave the roof in one piece.

A little like the alley scene earlier in the game, you have to use the cover of the roof-top as best you can, ducking behind air ducts etc.

The Untouchables is a cracking conversion. Easily one of the most successful and accurate movie licences to date. If this is a standard Ocean can maintain, who knows what next year will bring.

**ARCADE REVIEW**

## FAX BOX

*Fantastic and thoroughly excellent*

THE UNTOUCHABLES Label: Ocean Author: In House Price: £8.95 Memory:48K/128K
Joystick: Various
Reviewer:

| GRAPHICS | SOUND |
|---|---|
| 95 | 80 |
| 87 | 88 |
| PLAYABILITY | LAST ABILITY |

OVERALL **95**



# *The Movie*

The Untouchables follows in the footsteps of cinematic epics such as Once Upon a Time in America, The Godfather and Scarface. It's a sweeping tale of corruption and criminal activity amongst gansters and heavies virtually above the law.

Starring megastars Robert De Niro, Sean Connery and Kevin Costner, The Untouchables captures the heroism of the men fighting to uphold the law in a city run by the gansters.

In the 1930's America was gripped by a fearsome depression. In order to get the country working again, instead of moaning about how terrible everything was, alcohol was banned across all states. Things got worse.

For some, however, huge profits were to be had illegally running liquor to those bartenders who would take it. Chicago, especially, became a gangland haven for people like Al Capone, "businessmen" determined to exploit the situation.

The more ruthless these men were, the better their profits. By threatening bar owners, they could force them into taking illegal liquor.

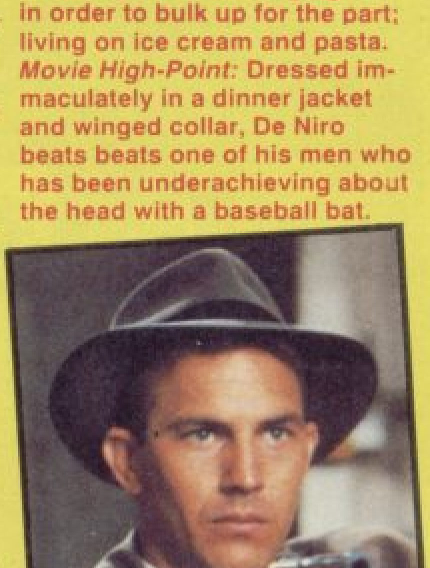
Eventually the crime syndicates grew so huge that they took over the city. By far the biggest was Capone's empire. He was into everything; liquor, prostitutes, blackmail, menaces, killings. Capone was so powerful that he was never challenged. He had the police department and virtually everyone else in a position of authority in his pocket.

The Treasury men, Washington based special agents were draughted in to clean up the town. Eliot Ness was their leader and they prided themselves on the fact that they wouldn't be bullied, bribed or blackmailed into submission. They were the Untouchables.

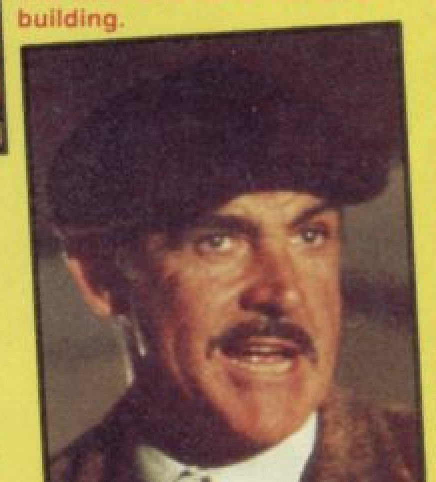
Over a number of months, the two mini-armies waged war against each other both in gun battles on the street and in the courts. The end finally came when Capone was convicted, not for any of the above crimes, but for tax evasion.



De Niro plays the gangland boss. In a heavyweight performance, he repeated his weight-inducing diet from Raging Bull in order to bulk up for the part; living on ice cream and pasta.
*Movie High-Point:* Dressed immaculately in a dinner jacket and winged collar, De Niro beats beats one of his men who has been underachieving about the head with a baseball bat.



The role of Ness has probably been the most high profile of Costner's roles. While he starred in No Way Out (remake of the Big Clock) The Untouchables projected him to major stardom. Lucky old Kev was among the fortunate stars to be entirely swathed in Armani suits for the movie.
*Movie High-Point:* In the closing scene of the film, Ness corners Frank Nitty, Capone's psychopathic killer and hurls him off a building.



A far cry from the ultra-smooth Bondy image, the role of Malone was more like a toughened-up version of Connery's priest in Name of The Rose than the British Agent. Malone is a toughened beat cop, sceptical and realistic about the possibilities of bringing down Capone. He's persuaded to join the cause by the innocent Ness.
*Movie High-Point:* After apprehending some villains after the bridge scene, Malone manages to extract information from a reluctant informant by shooting another.

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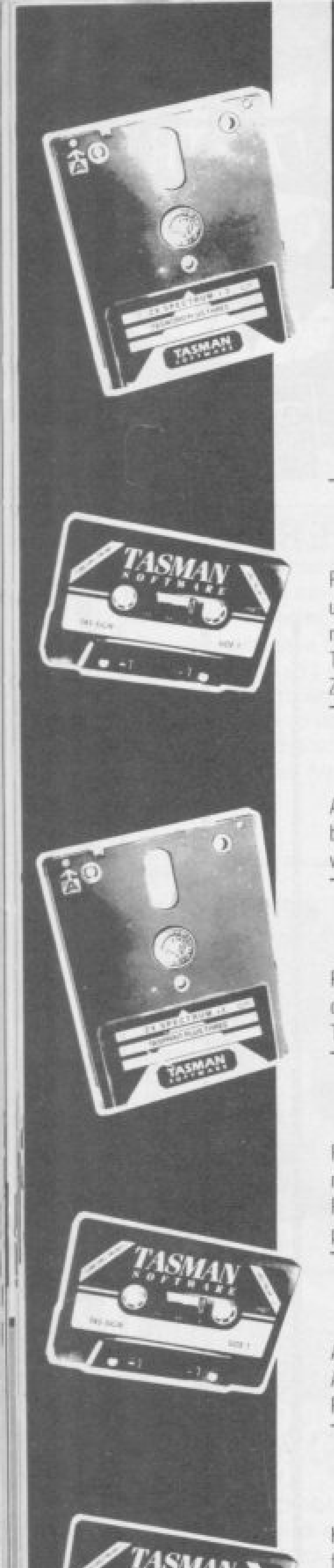
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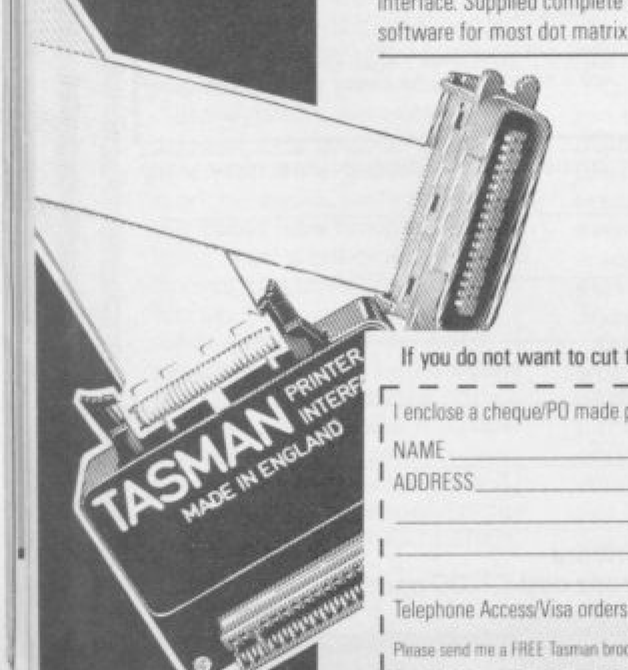


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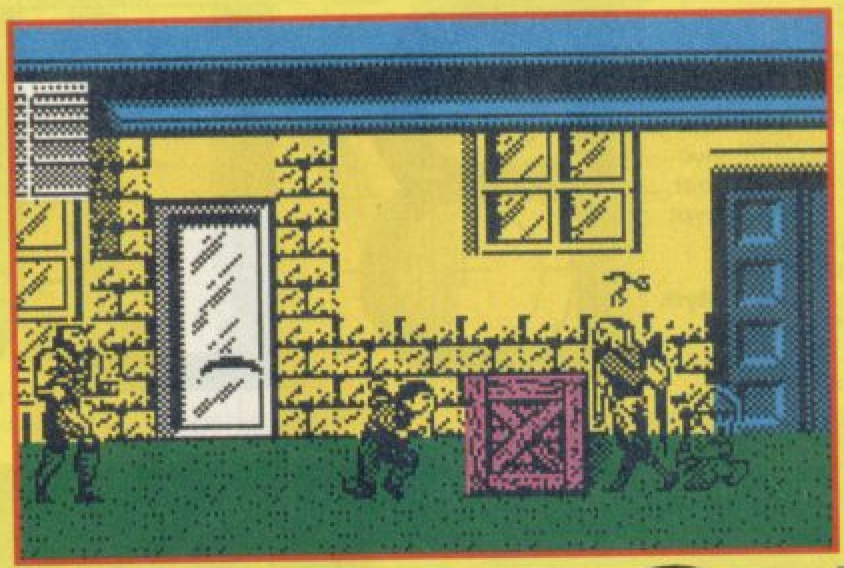
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GAMES REVIEW!



Shinobi is like a cross between Super Mario Bros and Human Killing Machine. It's colourful to look at and full of exploration but at heart, it's a combat game.

Your mission is to rescue an apparently infinite number of babies from the clutches of the evil ninjas. Actually, the "babies" are members of the junior ninja class at your old martial arts academy. They've been swiped by head meanie Foo (?) and if Foo doesn't get a big payoff, he promises that his henchmen will bump off the kids.

Of course, it's up to you to make Foo eat his words. And what a joy it would be to watch that - here it comes - Foo man chew.

So. What we have is a fighting / grabbing situation. The junior ninjas sit trussed up on the floor like so many Christmas turkeys while their murderous gaurdians fling deadly boomerangs at you. A right old to-do.

Of course, you have at your disposal the fantastic qualities handed down over the years. It has to be said, your fantastic qualities seem to have been a little bit jaded actually, as you can only punch and throw your limitless supply of shiruken. You are also endowed with ultra-fab Ninja Magic which, once per level, will wipe out everything on the screen in a flash of energy.

Although the graphics are colourful, they're not especially fantastic. The detail is a bit iffy. Thankfully, despite the simplicity of the movements available, the gameplay has been tuned very successfully. There is a definite learning curve in the game, and the easy start rapidly becomes a tough middle and a virtually impossible end.

Each level has tough stages and areas where you can get your breath back after a heavy bout of combat. The action takes place on a number of platforms too. By employing a "super jump" option, you can bounce yourself onto a second level in order to snatch more kids.

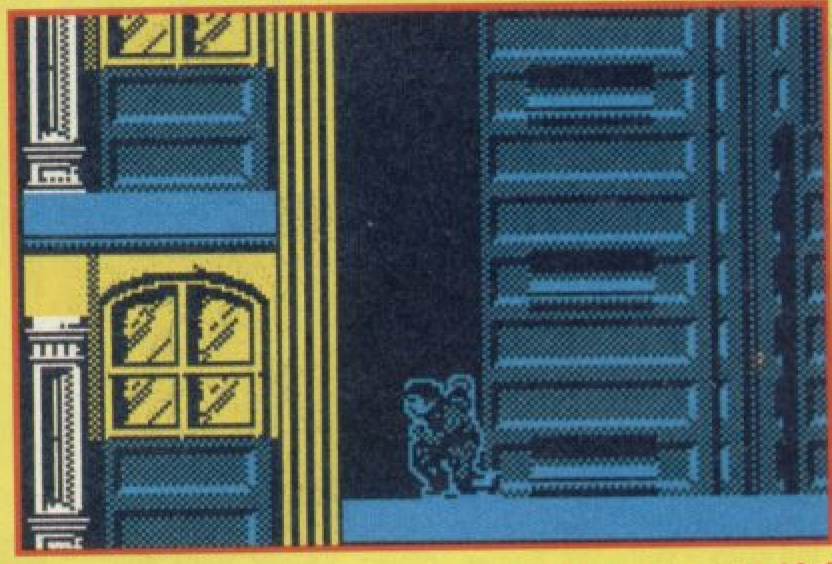
Taking out the bad guys can be a tricky business. Individually, they don't present much of a problem. Usually a good shiruken to the pelvic region will sort them out. once they're coming from both angles, though, you'll appreciate the benefits of a decent joystick. You can occasionally jump your way out of trouble, but you're more likely to come a cropper than successfully escape.

The further into the battle you get, the harder time you have of things. Personally, I couldn't get to grips with the horrid floating enemy ninjas.

Shinobi, it has to be said, doesn't really offer anything new to anyone who has more than two kicky-fighty games in their collection already. If you're a fan of the coin-op or you're a loony psychopath into anything shiny and with points on, then this is the game for you.

A corker, but a tried and tested formula.

# SHINOBI






ARCADE REVIEW

## FAX BOX

*Tried and tested though high quality ninja action*

*Label: Virgin Author: Sales*
*Curve Price: £8.95*
*Memory: 48K/128K Joystick: Various*

Reviewer:

| GRAPHICS | SOUND |
| --- | --- |
| 69 | 70 |
| 79 | 79 |
| PLAYABILITY | LAST ABILITY |

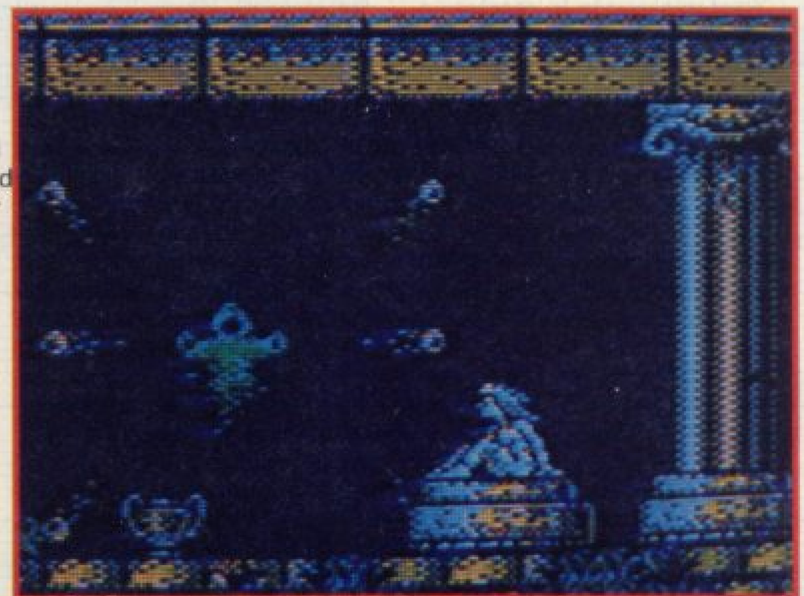
OVERALL 75

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# BLUE

**This month Adrian Cale from System 3 takes us through** Myth.

**Myth** is a fantasy epic set across locations in five time zones, namely: Hell, Greece 400 BC, Viking Longboat 700 AD, Medieval England 1000 AD and Egypt 2600 BC. **Myth** has been developed over a period of 9 months, from a 100 page game spec that we first saw in January (1989!). **Myth** has evolved considerably from the original ideas in the spec although most of the major game elements were kept in. Most of the changes were to take account of what the Spectrum could manage, and to increase playability of the game.



## GRAPHICS AND CODE

Development of the code is on a PC based PD8 cross assembler. In all there are over 700 frames of animation spread over the four loads, and these are developed on a custom sprite designer, "FLUID". Any larger sprites are drawn on an art package. The FLUID files are run through a program that compresses each frame, producing a table of sizes, offsets and addresses. This data is then uploaded onto the PC. This unique compression has allowed us to fit in an enormous amount of detail into each load.

The backdrops were produced on another custom program that allows maps to be built up of blocks, which in turn are built up out of individual characters. Once again, the screens are compressed before being put into the game.

Emphasis has been put on the use of colour in the game – many Spectrum games are either monochrome, or colourful with a lot of colour clash. A compromise was reached by making the sprites go *behind* the colourful backdrops. We have extensively used a lot of pulsating, flashing and flickering colours to make the game look less "Spectrumy". The strength of the game's graphics lie in the animation, colour and the effectiveness of the backdrops. There is a wide variety of aliens spread across

# MY



the loads – skeletons, Roman soldiers, Vikings, trolls, and wizards, as well as many larger aliens, most of which require use of the puzzle elements of the game in order to defeat them.

We are pleased with the quality of animation we have maintained throughout the game. Dave has made it as smooth and realistic as possible (on the main characters running, jumping etc) without sacrificing playability.



## ANIMATION/ PROGRAMMING

The game runs at 17 frames/ second although some screens run faster. These first screens have a delay so that the game plays at a constant speed. The game can actually move over a hundred sprites, consisting of bullets, aliens, collectable items, bits of explosion, animating backdrop segments etc. Speed was kept up by using a sophisticated bit of programming to update and display the screen. I can't say any more than that!

Originally the game was a scrolling design (as it still is on the Commodore version). However, if the game had scrolled on the Spectrum we would have lost all of the colour. After testing some backdrops we decided this would be too much to sacrifice. In addition to this we feel the game is more playable in its final form. We feel the Spectrum should stick to moving

PRINT

masses of sprites around the screen, and let the Commodore get on with scrolling!

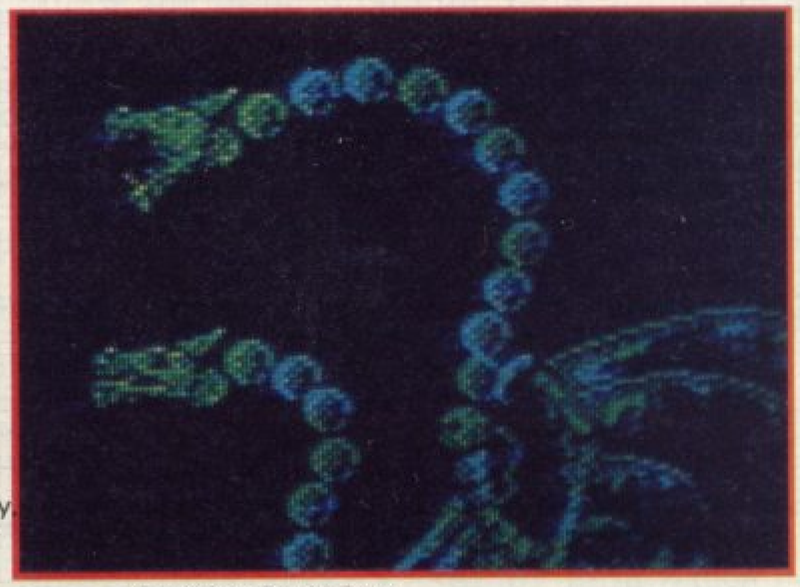
The sprite routines were developed specially for the game and can handle the flipping, clipping, decompacting and colouring of sprites. Masks have not been used – they are a waste of memory and of little use on a 'black background" style game. The routines were kept fast by employing a separate routine for each width of sprite – thus reducing the amount of calculations to print each one.

## OTHER VERSIONS
The game has been developed alongside the Commodore version, and although the puzzles have essentially been kept the same the games play slightly differently and have a different "feel" – each machine has different features to exploit.

## MAJOR PROBLEMS
1. Disc and tape loading – what a pain!
2. Memory – both myself nd Dave had constant problems with memory, we had so many ideas that would just not fit into the Spectrum. Many frames of animation are still left unused. The most agonising part of programming is suddenly finding that the memory has just run out!
3. At the start of the game we tried several methods of flipping the screen. The game changed from screen by screen into one which moves a "window" over a large map. The window does not move a whole window size across – the flipped areas overlap slightly so that the screen flips just before the player reaches the edge of the screen. This means that you can see what you are walking into. On the whole we found this system works very well.

We think **Myth** is "state of the art". The graphics and programming methods are far superior to the usual dull, monochrome, Spectrum games.

## THE PROGRAMMERS
Programming: Neil Dodwell



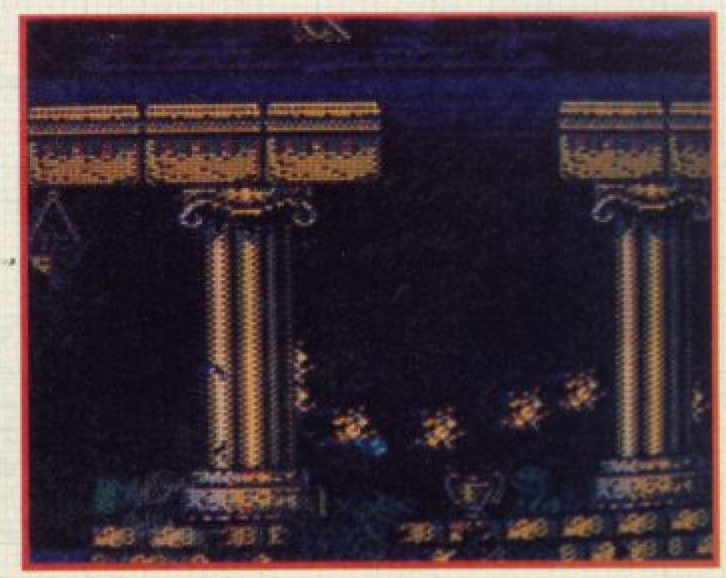
Graphics: David Dew
(Agent Jacqui·Lyons)

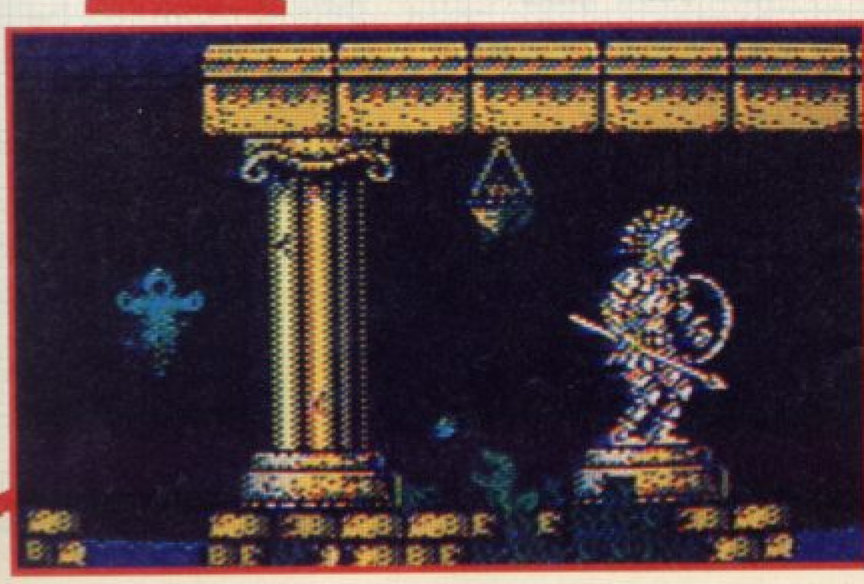
Both of us were part of Creative Reality (which has recently split up), producers of **Nemesis, The Warlock, Slaine** and **REX** amongst others. We have been working for around four years.

Future projects: **Myth II** and **Myth** on the Nintendo Gameboy are both possibilities.

TH










## HERE COMES SHOW OFFS CORNER

Yo SU, Why don't you start a "Showoffs Corner" on your letters page? Here's my boastie:

I've completed Zybex wiv no POKES, maps, cheats or anything like that, on Sunday 13th August '89, with a score of 134700. The final screen - completely crap and not worth the effort of getting there - says "Congratulations you have completed Zybex", and then you're back to the title screen (or high-score table). The whole game is not as hot as you make out either, actually.

**Leigh "Aaak aaak I'm the Interceptor" Loveday Port Talbot, W.Glam**

P.S. Get rid of Wayne, he is a complete spiv

- *WELL LEIGH, LOOKS LIKE YOU'RE OUR FIRST SHOWOFF. IF ANY OTHER READERS WOULD LIKE TO APPEAR IN THIS BIT OF THE LETTERS PAGE JUST WRITE TO "SHOWOFFS CORNER" SU, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. DON'T JUST SEND US YOUR HIGH SCORES, WE WANT TO KNOW HOW YOU GOT THROUGH THE GAME ETC.*
- *Wayne sez:I'M NOT REALLY A SPIV AM I LEIGH, I MEAN I DID LET YOU SHOWOFF, DIDN'T I? (whinge cringe).*

## ROBOCOP - I WANT HIM

Dear Wayne, PLEASE PLEASE could you ask those highly intelligent people at SU to send me maps for that well wicked game ROBOCOP and maybe a few maps.

I've only just started buying SU and did not get the copy when you gave out the maps. I would be most grateful.

**Rick Veasey Peckham, London**

- *WE'LL PERSONALLY DELIVER THEM IF YOU LIKE, MATEY (oh dear, I think I've just been sarcastic, what's happening to me?) ACTUALLY, YOU'RE IN LUCK RICK, WE'LL BE DOING SOME ROBOCOP STUFF PRETTY SOON - LOOK OUT FOR MORE INFO IN THE NEAR FUTURE*

## WHEEEE SPLAT

Dear Wayne, My Grandad used to get lots of fun (until lately) playing a game called SPLAT on my 48k Spectrum.

The tape got ruined in a cassette recorder of mine which went mad.vin Thomson

Now I can see how much he misses the game. He never got to level 7 but he did like trying so much.
I think the game is made by Incentive Software but is no longer made. If somebody reading this could spare this game for him I would be glad and he would be very happy. Could you ask?
David Lewis

- *IF ANYONE HAS A COPY OF SPLAT THAT THEY DON'T WANT, WRITE TO DAVID AT 4 HALFORD CLOSE, HERNE BAY, KENT CT6 7UN*

## WHERE IS DILLON?

Dear Wayne, What's happened to Dildoid? He hasn't reviewed one game for yonks. Yes, I know he's a bit of a nerd but at least he likes heavy metal (that's a good enough reason to sack anyone - Alison). And also Mr. Wayne (ooer, Mr Wayne, did you hear that readers - WS) I like you lots more than Kami (spit spit) and I think Jim should make you head tea boy.

**Daniel Thompson Norwich, Norfolk**

P.S. Why do people praise Alison? What I say is BRING BACK TAMARA!!

- *I'M SORRY TO SAY THE DILLON IS NO MORE (snigger snigger - All the SU team). WHILST AT A LOONY METAL GIG, HIS CARDBOARD GUITAR COLLAPSED AND HE FELL INTO A HUGE PILE OF SICK ON THE FLOOR AND DROWNED. NOT TO WORRY THOUGH, HE HAS BEEN REPLACED BY THE COMPLETELY STRANGE AND MENTAL GARTH SUMPTER WHO IS WAITING FOR HIS FIRST BATCH OF HATE MAIL, SO GET TO IT READERS. ALISON SAYS - PEOPLE PRAISE ME BECAUSE I PAY THEM LOTS OF CASH, THAT'S WHY. (DON'T BELIEVE HER, READERS, ALISON IS PRAISED BECAUSE SHE IS SOOO LOVELY - WS)*

## I WANT TO KNOW

Dear Wayne, I would just like to ask why SU tend to review games before they have been released. Firstly, it happened with T-WRECKS which was released 6 months after the review with the name THE MUNCHER. Well now it's happened again with CARRIER COMMAND. I sent off for both of these games and I'm now waiting for CARRIER COMMAND to come.

If this ever happens again then I will personally blow-up the SU team (apart from Alison because she's WONDERFUL).

**Matt Horne Wallington, Surrey**

- *JIM THE ED SAYS - WE REVIEW GAMES BEFORE THEY ARE RELEASED SO THAT YOU LOVELY READERS CAN BE COMPLETELY CLUED IN ABOUT THEM BEFORE YOU BUY. BETTER TO KNOW THAT A GAME IS A BIT CRUDDY THAN FIND OUT AFTER YOU SPENT ALL YOUR HARD EARNED ON IT - AM I RIGHT, YES I THINK SO.*

## TIME FOR CRAZY CARS 2 I THINK

Dear Dickhead (Wayne) (good grief that's a mite strong - WS), Could you please explain why CRAZY CARS 2 isn't in the charts? It's realistic-ish, has good graphics, poor colour I know but my opinion is that it's better than OUT RUN (and that got to No1!!) Cheers a lot Tramp!!

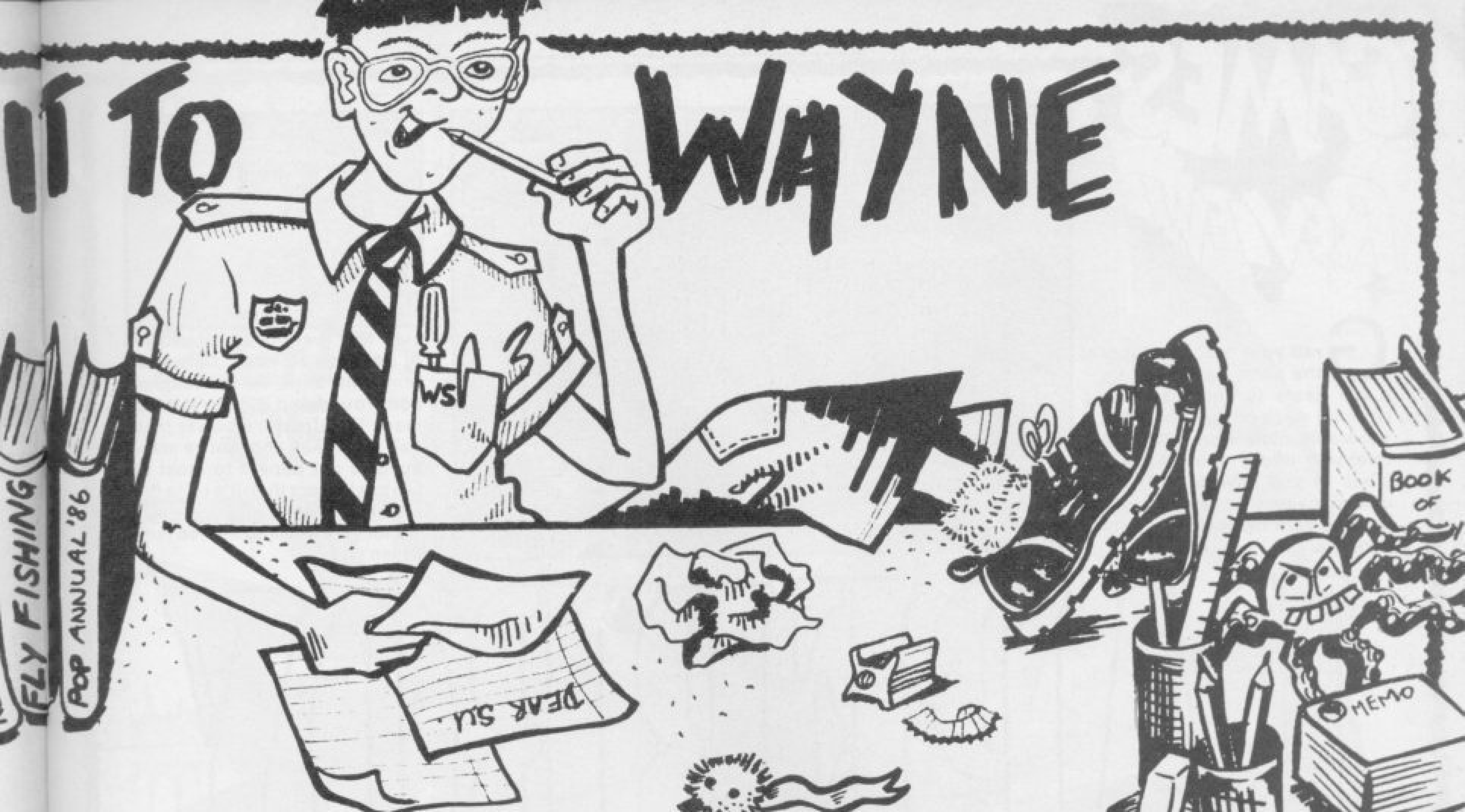
**David Webb Moulton, Northampton**

P.S. My sister said "Have you got B.O. and bad breath?"

- *OH GOSH I'M SO EXCITED, I JUST CAN'T WAIT TO TELL YOU DAVID. GUESS WHAT? CRAZY CARS 2 HAS ZOOMED IN AT NO.3 IN THE SU CHART - HURRAH!! SEE PAGE 80.*
- *CRIPES, TELL YOUR SISTER, I WASH MYSELF AND CLEAN MY TEETH TWICE A DAY, MUMMY DOESN'T LET ME GO TO SCHOOL UNTIL I DO.*

## SWOPSEEES ANYONE?

Dear Kamikaze Bear (he doesn't live here anymore stoopid - JD) My mother said I should get a 128k Spectrum +2. I see you can get lots of games for it. I have about 500 games for my ZX Spectrum 48k. Would anyone like to swap software fpr the 48k Spectrum? My address is 66 Sea Side Cottage's, Fish Hoek, 7975, Cape Town, South Africa.
Kevin Thomson




## IS KAMI THERE? (NO SU TEAM)

Dear Wayne Smedley, I won't mess around. I'll get straight to the point - WHERE THE HELL IS KAMI? Every time I turn to one of my favourite pages, I see this spotty faced plonker staring at me. Your idea of a good time is to wear 18th century clothers, reading Your Sinclair (boo hiss) and listening to Kylie Minogue. If Kami has commited suicide, joined the BBC or joined the England rebel cricket tour of South Africa, then let head girlie Alison Skeat take over or Dildo etc. Your so-called excellent page is as interesting as eating cold chow mein.

**Ben Jones South Wirral, Cheshire**

- *JIM SAYS - RIGHT THEN LET'S SETTLE THIS KAMI BUSINESS ONCE AND FOR ALL. THE BEAR IS NOT AND NEVER WILL BE COMING BACK. HE 'UNFORTUNATELY' SWALLOWED ONE OF HIS OWN GRENADES WHILE TRYING TO BREAK OUT OF THE SUNNY VALE MENTAL INSTITUTION. THE STAFF WERE PICKING BITS OF FUR OFF THE WALLS FOR WEEKS - WAYNE STOP CRYING YOU CRETIN.*
- *WAYNE HERE - I'D JUST LIKE TO SAY I WOULD NEVER BETRAY MY BELOVED SU BY READING ANYTHING BY THOSE SCOUNDRELS AT YOUR STINCLAIR (I MADE THAT JOKE UP MYSELF READERS)*

PRINT THIS OR ELSE

Dear Spaz features (Wayne), I write to inform you that you are an incompetant fool. I have written to you several times and you never print my letters. I have also asked for a signed photo of the goddess Alison Skeat and I haven't got one so print this letter, you complete dipstick and send me a piccy of AS or else I'll come round and rip your face off.

Hoppy Grimethorpe

- *THERE YOU GO HOPPY (WHAT A STRANGE NAME EH READERS? - WS) I HAVE ACTUALLY PRINTED YOUR LETTER. AS FOR PICCIES OF MY SWEETIE AL (I'm not his sweetie - Al) NO CHANCE. WHAT DO YOU THINK I USE IN MY BEDROOM AS WALLPAPER. YOU'LL JUST HAVE TO SETTLE WITH THE LOVELY PICS OF AL THAT APPEAR IN THE MAG.*

## I KNOW EVERYTHING ABOUT MAILSTROM

Dear Wayne (bring back the bear) (too late sucker - JD), After playing MAILSTROM I worked out the keys: Q-UP A-DOWN M-RIGHT N-LEFT 19-PICK UP/DROP/MENU

Now here are my 10 tips. 1. Go over to bag, press 9 key 2. Go behind van, press 9 key, move box up to van 3. Keep driving right to sorting office 4. Stop driving, press 9 key, move box over to pat's head, press 9 key 5. Walk over to box labelled out, stand in front of it and press 9 key 6. Bag will be dropped 7. Pick bag up, go over to van (read 2) 8. Look at a number lit up, drive tp the nearest one, get out (see 4) 9. Walk over to the door, mind the people (they beat you up), bump into the door. You will hear a beep and the letter is delivered 10. If you know what to do now, drop SU a line

**Leigh Thompson Gillingham, Kent**

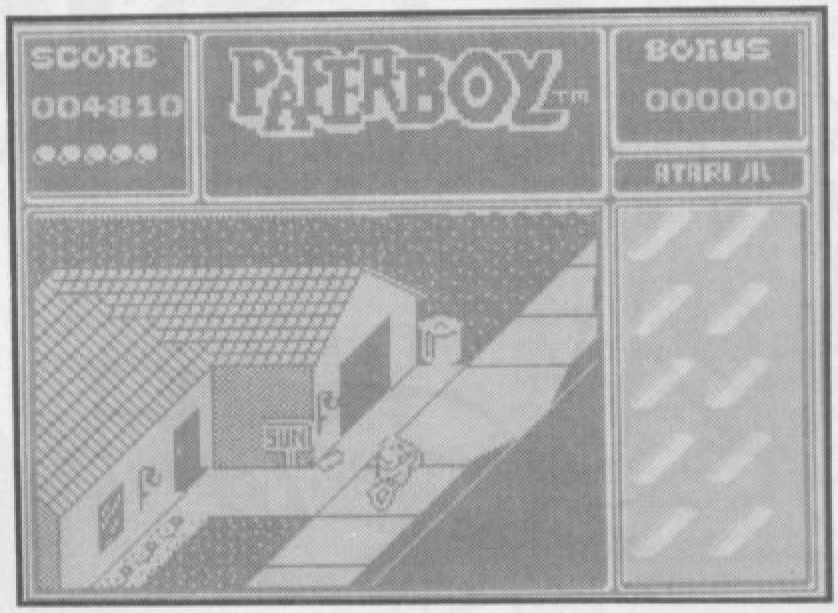
## TIME FOR A WEE POEM-ETTE

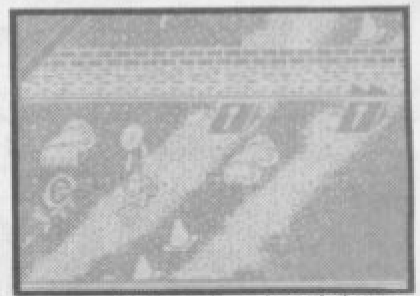
Wayne, I love the wig It looks just like a fig
Don't snort like that 'Cos you sound like a pig
I think you're a big sap
Who has the odd mishap
But I still think the mag's fab
It's a pity you're so drab
So buck up and be cool
And try hard not to drool
Wear better clothes And you'll make less foes
I'm not trying to be rude But you really are a wierd dude
So don't get into a bad mood 'Cos I've always been this crude

Jason Lelas Keighley, W. Yorks

- *THAT REALLY IS VERY GOOD JASON, I HAVEN'T STOPPED CHUCKLING YET. I MUST SAY I DON'T HAVE TO WEAR A WIG AS I HAVE LOTS OF MY OWN HAIR. IT'S A MITE GREASY AT THE MO AS I HAVEN'T WASHED IT THIS MONTH (URGH YUCK, YOU'RE GROSS WAYNE, GO AND STAND IN THE TOILET FOR THE REST OF THE WEEK - ALISON).*

# GAMES REVIEW!



Grab your old bike out of the garage and step up a few gears to enter into the working week of Paperboy, the venerable oldie from Elite, re-released under their Encore label. Al you have to do is to deliver papers on each day of week to your newsagent's subscribers.

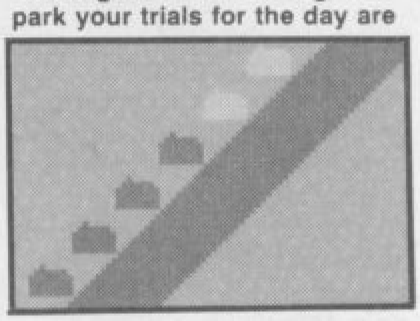
over and there is a breakdown of how you've fared. Cancellations will blink on the map of your round and if there are too many I'm afraid it's on yer bike pal. If it's okay and you've managed to get papers to most of the customers then it's on to the next day's work.
It's all very exciting indeed isn't it! Isn't it?

# PAPERBOY

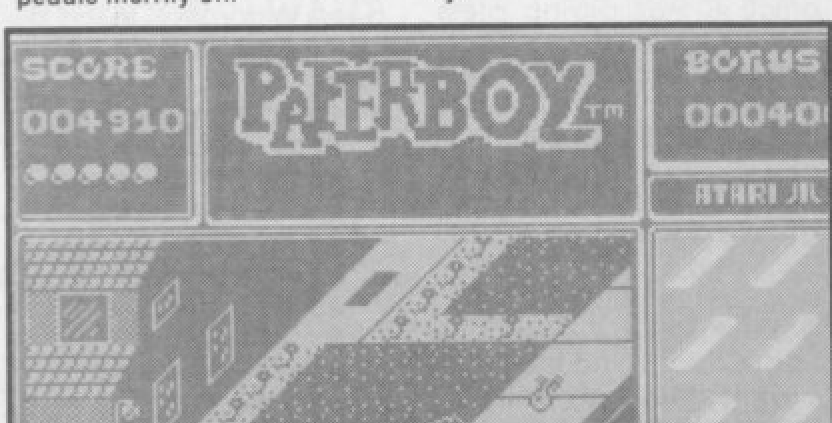
Easy peesey eh? Well... Not quite. There's all sorts of obstacles standing between you and a job well done and the only defense you have is a pair of very dodgy brakes and your own fair hands on the handle bars of your bike.
You must make way along the round, carefully avoiding any pedestrians, cars, moggies, drunks, lawnmowers and of course, brick walls and make sure the news hits the street. Each house on a round that is expecting a delivery is marked by a little sign outside their front door. This is pretty convenient, especially as in most American suburbs you fling a paper at their front door and peddle merrily on.

Some of the obstructions can be batted out of the way by pitching a rolled up copy of something heavy at them. (Probably the Sunday Times), for which you will score extra points.
You can't have paperboys without some way for them cause a little mischief. You can score points for smashing the windows of people who don't have newspapers from you - a real touch of the Robert Maxwell's here I think, and if you knock the lids off dustbins then the annoyance value of that is worth a few more points. Extra newspapers can be picked up as you go along so that you have a few spare to throw at the odd passer by.

Once at the end of the round you take a short cut through the park and treat yourself to a bit of stunt cycling - after all, which paperboy worth their weight in Daily Mirrors wouldn't practice a few jumps on the way home? You can even incrase your score by using any left over papers to throw at the convenient targets. Once through the park your trials for the day are



Paperboy was a big hit in it's time but I feel that it is not a game that has weathered well and this particular re-incarnation could have been better placed.
The graphics are adequate, as is the game itself but diagonally scrolling games have had their day since The Eidolon and Rescue on Fractalus showed how to do a 3D effect without turning the game through 45 degrees. Paperboy would be okay today as a budget game so it would seem ideally suited to a budget label. But then there are original budget games like Spooked for the same price that offer much, much better value for your money.




ARCADE REVIEW

## FAX BOX

*An old monster hit looking a little old.*

*PAPERBOY Label: **Encore** Author: **In House** Price: **£2.99** Memory: **48/128K** Joystick: **Various***

| GRAPHICS | SOUND |
|---|---|
| 74 | 78 |
| 80 | 70 |
| PLAYABILITY | LAST ABILITY |

Reviewer: Garth Sumpter

OVERALL 74


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# WIN THE MOONWALKER EXPERIENCE!

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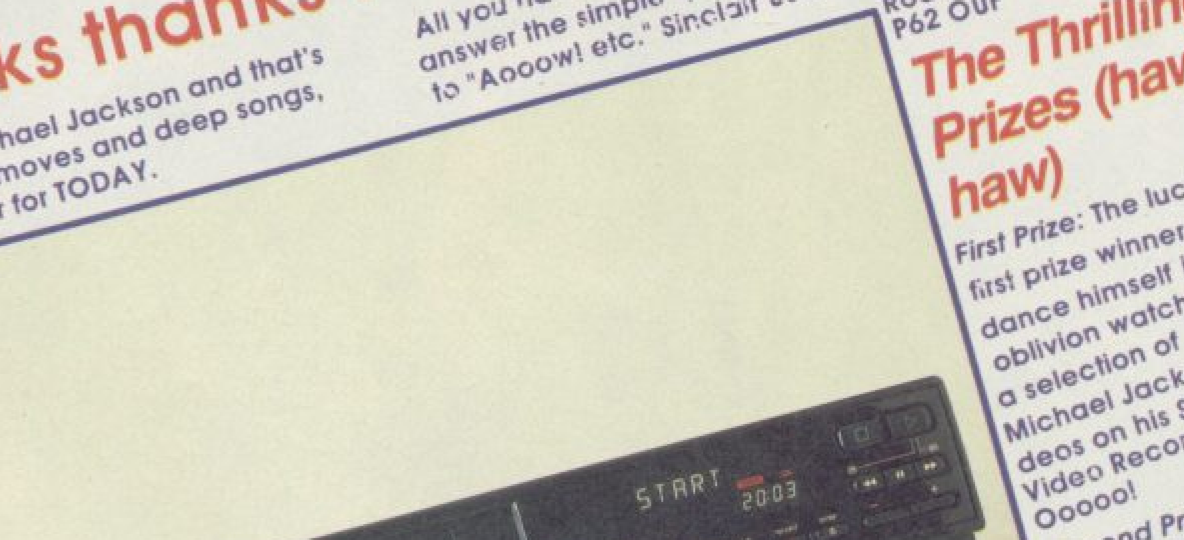
**A**aaooow! Who's Bad? Michael Jackson and that's fer sure! With his smooth moves and deep songs, Jacko is truly a superstar for TODAY.

Now, the man who has put a spring in your step, a song in your heart and Pepsi in your gob is about to be unleashed on the world as a COMPUTER GAME!

US Gold have been coding away in top secret on the game that could well snatch the top spot this Christmas.

And in order to celebrate its impending release, they're GIVING AWAY a fantastic load of prizes. (Check out the box)

All you have to do in order to scoop the loot shown here is answer the simple questions, cut out the coupon and send it to "Aooow! etc." Sinclair User Competitions, 14 hoikham Road, Orton, Peterborough, P62 OUF




### The Thrilling Prizes (haw haw)

*First Prize*: The lucky first prize winner can dance himself into oblivion watching a selection of Michael Jackson Videos on his Super Video Recorder! Ooooo!

*Second Prizes*: A further Fifty winners will receive a copy of the Mookwalker book

### The Off The Wall Questions (ho ho)

(They're as easy as ABC - wacka wacka wacka!)

1) Michael Jackson used to be in a group called "The ....... Five"

2) Which of these people was NOT in The Jackson Five (oops!) a) Jermaine b) Michael) c) Jesse

3) "Moonwalking" involves: a) walking on the moon b) showing your bottom while walking c) walking backwards in a "fantastic" way.

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# the wri



JIM

## PRECINCT 19

Dear Mr Need-to-use-Clearasil, 1) Your new 2 page section thingy called er.. Precinct 19. Who thought it up? Probably someone from British Telecom trying to make more money!! Ordinary kids aged between 9 - 35 (?) skipping through the pages of (grovel, grovel), fab Sinclair User and all of a sudden they come to the above mentioned pages. They rush to the nearest phone and in a couple of months they are grounded for 4 zillion years and their pocket money is taken away. Why? 'Cos the phone bill is astronomical!!! (That's a big word innit?) Precinct 19 should be called "The two pages that waste your parents money that they saved for a rainy day".

2) How much is the Light Blast Gun mentioned in August's edition? Yours Curious (and being taken away by the little men in white coats). Patient 11867 P.S. I'm not mad, really. Ha, ha, ha,ha, ha, ha....

● *You really are several jam butties short of a picnic and obviously not mentally stable enough to make any comments on Precinct 19 as it's read by highly intelligent and dedicated Play By Mailers. As for the Light Blast gun, well the +2 and +3 versions are both 29.95.*

## TREASURE ISLAND DIZZY

My first thought after loading was.. What the hell am I doing controlling an egg with boxing gloves and combat boots, but as I was absorbed in this wonderful game I forgot that.

Whoever reviewed it should have given it 90% and a classic and not a measly 60% The graphics are good, sound is **** but does that matter? It's a must for all egg lovers. The playing area is immense. The shopkeeper is a bit thick. And why should you have to pay a tax on boxing gloves? I'm off now to play with my super fandabbydozy megatape 19.

P.S. Which doesn't ruddy well work!!!

**Richard Austin, Gosforth, Newcastle.**

● *Glad you like the mega tape. We're doing everything we can to make sure that you get the very best on each and every cover but with reproducing so many thousands of tapes some of them invariably don't work. Just return it to the replacements address and a new, all working tape will be winging its way to you in no time!*

## FORGOTTEN WORLDS

Douglas! There is only one explanation for your review of Forgotten Worlds - you were drunk, yes, as a newt! To start with this game is hardly original is it? And the graphics, well I won't mention them. You gave lastability as 79. Does this mean 79 seconds? I also reckon you gave this excuse for a game an SU classic because other mags gave it their equivalent. Apart from this you are OK-ish as a reviewer and SU is FAB!

**Peter Munday Royston, Herts.**

● *How would I know what other mags had given Forgotten Worlds? I don't read other mags and neither should YOU! And another thing, I don't drink, no, no, nooo, no missus never. No-one ever saw the sight of liquor pass me lips guv'nor.....*

## THE REAL GHOSTBUSTERS

Dear Jim, I'm just writing to congratulate you on your cool review of **The Real Ghostbusters.** Sadly, I bought the game before I saw your review of it, but 'cos it had got tons of publicity I thought that it must be super-dooper trendy.

Needless to say, I was disappointed. But 65% was just right - the graphics are mediocre (there is colour clash everywhere and flickery scrolling). I must admit that the sound was good, but it wasn't really playable or addictive, so 64% was just right for lastability as I only played it for four days. After buying The Real Ghostbusters, I lost confidence in Activision. Anyway, a pat on the back for Jim. P.S. Keep up the good work! Yours SUfully,

**Chris Gorst Solihull, West Mids.**

● *Well Chris, it's like this. You know I was right, I know I was right and when I take over the world there's gonna be room for people like you to help me build a brave new world where ALL computer games are mega and..... everyone has a SU street cred badge.*

## NEW ZEALAND STORY

Dear Jim, Jolly good review Dougy old chap. Professional reviewer Jim Douglas has done it again. NZ Story, it's just one mega-fantastic game. Jim so rightly gave it a SU Classic, because of its cuteness, addictivity and sheer variety. A classic all the way. Cute yes, soft no. This is one real tough game Bucko. So if you haven't been out and bought it, BUY IT NOW!

P.S. Why doesn't Jim review all the games. I know that it may be a bit hectic for Jim but it's better than getting crap reviews off that Dillon fella. P.P.S. It certainly isn't cricket. Yours quite agreeably,

**Neil Stocks Doncaster, S Yorks.**

● *How frightfully nice of you to mention it dear chap. Here, do have a cucumber sandwich and an amazing SU badge. (Don't try to eat the badge though old boy!)*

## G.I. HERO

Dear Jim, Steve Mahoney's review of G.I. HERO was in my opinion, a right load of twaddle. He is a right 'dimwit' and should be dragged out into the streets and clobbered.

If he can't find "Killer" the dog, by activating the beacon he needs immediate BRAIN SURGERY, especially if it takes him hours to get to the base. (I can get there in 10 minutes flat.) He must have nodded off during play. I'm not saying the game is BRILL but I think it should at least have:-

Graphics 68% Playability 56%
Sound 40% Lastability 50%
Overall 64%

P.S. SU is BRILLIANT

**P McMahon Pontypridd, Mid Glamorgan.**

● *Okay then, I've dragged him out onto the streets and jolly well left him there. Whoever says I don't listen to readers will be the next one sent packing!*

# te stuff

### TITAN

I used to read YOUR SINCLAIR (please forgive me). Last month however, I had a bit of extra cash, so I gave SINCLAIR USER a go too. In YS, **Titan** got 75% and it sounded good but Sinclair User only gave it 37% Foolishly trusting YS

I splashed out nine quid on the game. To say that it was boring, must be the understatement of the decade. In fact, I'm so cheesed off, I'm now going to buy SU and not YS. Sinclair User got it dead right and in my book it's number one! I shall blindly follow



**CHRIS**

your comments and recommendations in the future.
**K Kham Knighton Leicester**

- ***What can we say apart from.... "Repent now all ye sinners; there is always room for one who sees the light in the kingdom of SU" and "Will someone go and fetch Garth's little straight jacket please".***

### DOUBLE DRAGON

Dear Chris, Whoever gave Double Dragon 51% must have no brain. The graphics might not be so good but you just can't help getting hooked to it so I think the person reviewed it (Hang on - wasn't it Chris), should be made to dive into a tank of sewage mixed with maggots and fluff from a stoat's belly button. William Robinson Cockermouth, Cumbria.

- ***Eeerghhh! That sounds completely disgusting and just the sort of thing that you deserve if you think that D.D. is good. You say yourself that the graphics are 'not so good'. Face facts, the graphics are no good, the action is slow and UNsmooth. And that's it. I stand by my review and won't print any more whingin' on D.D. So there! Oh yea, have an exclusive badge 'cos I think you've got principles.***

### DOUBLE DRAGON

Dear Chris, You got a review right for a change. Double (grr) Dragon is utter rubbish, boring and money down the hatch. Let me tell you how I got conned into buying this game. I saw the arcade game on holiday and said, "Wow, I'll buy that game when I get home." So I did, but I should have listened to my brother Stuart Bolton, 'cos he said "Nah, you don't want to buy that, my mates say that it's rubbish." So I should have listened to him 'cos he's got 4 O' levels. But I was so taken aback by the arcade that I got it. The only thing that Chris got wrong in the review was the ratings. Graphics should have been 0%, Sound 1%, Playability 5% and Lastability 3%. If you're thinking of buying this game think again and if you have a brother of 16 who has 4 O levels and is called Stuart Bolton, then take his advice.

**Andrew Bolton Beverley, East Yorkshire.**

- ***I'm sending you two SU street cred badges, one for your letter which shows how clever I am, and one for you to present to your brother for being oh sooo clever. it goes to show that O levels can be useful. You don't say what he's got his O levels in but I think that he and his friends have got quals in computer games so they MUST read SU - otherwise how could they be so streetsmart!***

### SILKWORM

Dear SU, Whilst flicking through your splendid mag, I noticed the Silkworm review - 86% and a 'CLASSIC'. It made me think that Silkworm must be pretty good game to get a mark like that. I immediately went out and bought it the following week, rushed home, loaded it up and started playing.

A few games later I realised it was very repetitive, as the end of the wave nasty was always the same helicopter and the only thing that really differs is the ground. 'The graphics are similar' and 'The gameplay is pretty samey' does not come even slightly close to the truth. The review should've said:-

Graphics 74% Sound 50%
Playability 70% Lastability 72%
Overall 77%

Come on Jim, buck your ideas up. It's good, but not that good.
**D. Gibbs Barrow, Cumbria**

- ***There's a saying, 'You can please some of the people some of the time....***

## WRITE TO THE WRITE STUFF!

**All right all right! You think we talk a lot of nonsense, do you? You think we can't tell an SU Classic from a 15% clunker? Well this is your chance to set the record straight.**

**Every month we'll devote the Write Stuff section to your thoughts and opinions on games. Is Jim mad? Tell us so! Is Tony the coolest thing since ventilated boxer shorts? Let us know! Is Chris the best software reviewer in the galaxy (hem-hem)?**

**Instead of insulting you by offering you money, if you get your contribution to the Write Stuff published you'll get an EXCITING EXCLUSIVE SU BADGE, so the whole world will know that your words have been immortalised in SU. Starting next issue the best letter will also get a £20 software bundle (of our choice, before you ask).**

**So if you have any opinions on recent games we've reviewed (or even ones we haven't), write your review and send it to us together with the completed form below.**

**Keep your wodge under 150 words, try to avoid blasphemy, obscenity and libel and send the lot to Write Stuff, Sinclair User, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU**

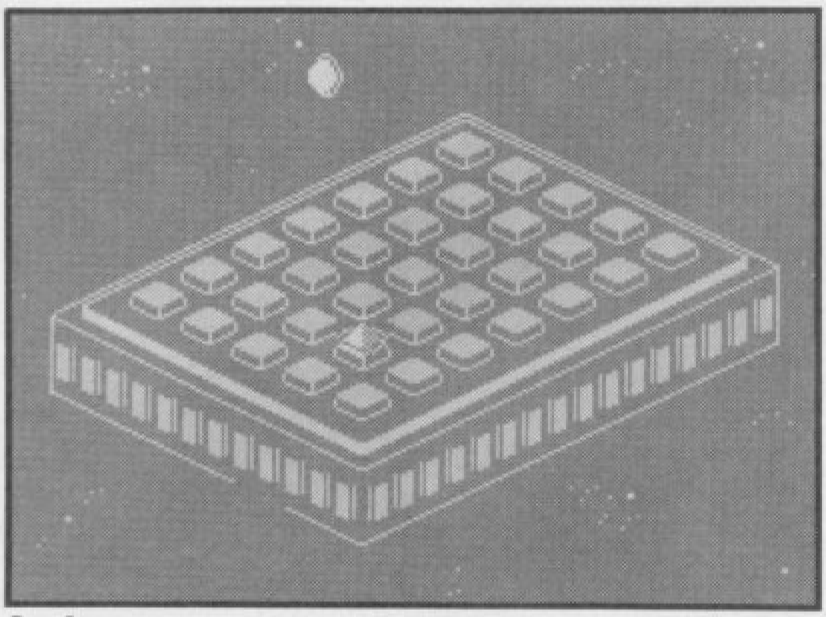
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GAMES REVIEW

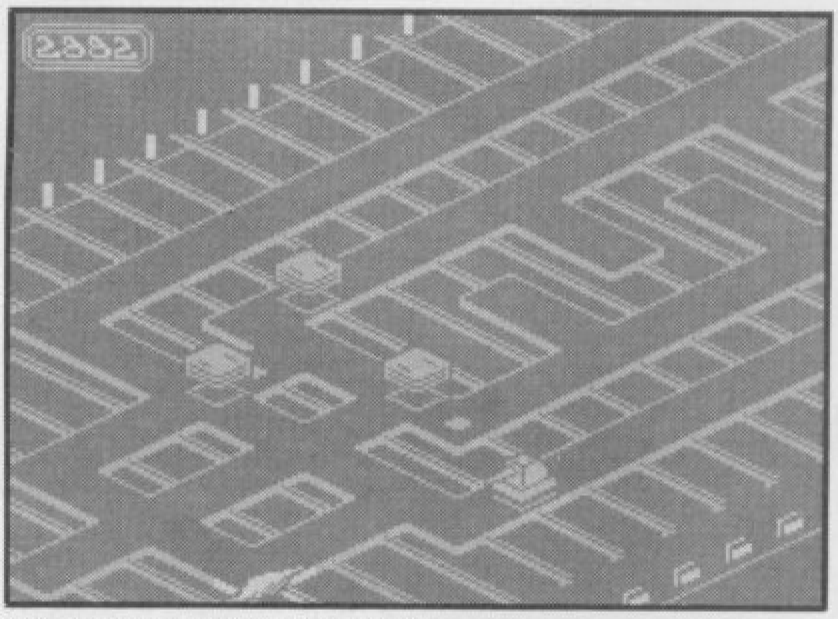
# SIGMA SEVEN



Nineteen hundred and eighty-seven! What a year! I remember it well - flared trousers, riots in the streets and ration books! (Pull yourself together, lad - JD). Oh yes, 1987, the year Sigma Seven was first released, was famous for the discovery of metallic bas-relief graphics, originally on the Commodore 64. Within seconds, every programmer in the world was trying to get the same effect, with extremely mixed success. Sigma Seven was one of the very mixed ones, and now it's out on budget so you can judge for yourself whether there's more to it than pretty graphics.

I suppose it's a fair conversion of Ron Jeffs'CBM 64 original (or "origonal" as it says on the intro screen), but you can't help thinking that it's more of a Zaxxon rip-off than anything else, especially since the first stage consists of nothing more than taking off from a throbbing big pink space platform and flying through the cosmos blasting pointy alien ships.

With the Spectrum's basically monochrome graphics it's a bit hard to get any impression of perspective, so it's mainly a mat ter of moving left and right, zapping away and hoping you wipe them out before they dive straight at you.

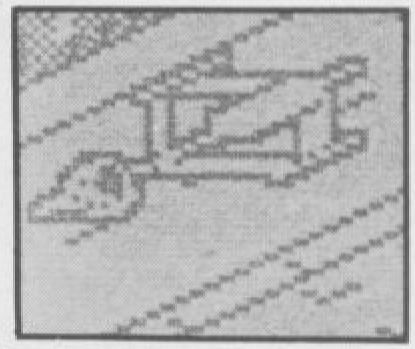



This isn't too difficult and you should reach stage two without breaking into a sweat, coming in to land automatically on another big pink space platform. It might have been a bit more fun if there was the danger of coming in too low and slamming into the superstructure, but no such luck.

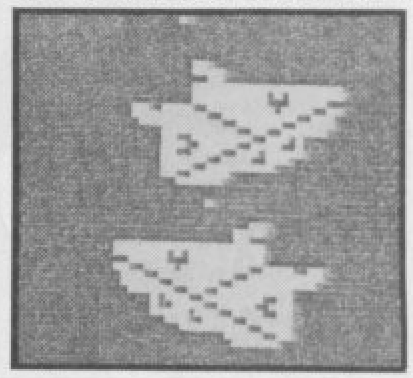
Stage two comes as a bit of a shock, because it's nothing other than a sci-fi version of PacMan - manoeuvre around a walled maze, collecting dots and avoiding the ghosts - sorry, spacetanks.

The big bonus is that you can blast them to smithereens with your energy-spurting death cannon, which is an element I always though was missing from PacMan.

The maze section is pretty good fun, if unoriginal, and gets progressively more difficult as you clear the dots and more tanks appear from the tank generators at the end of cul-de-sacs. Clear the whole maze of dots and return to the entrance of the maze, and you get to phase three. Back into space for another shooter? No, not at all.



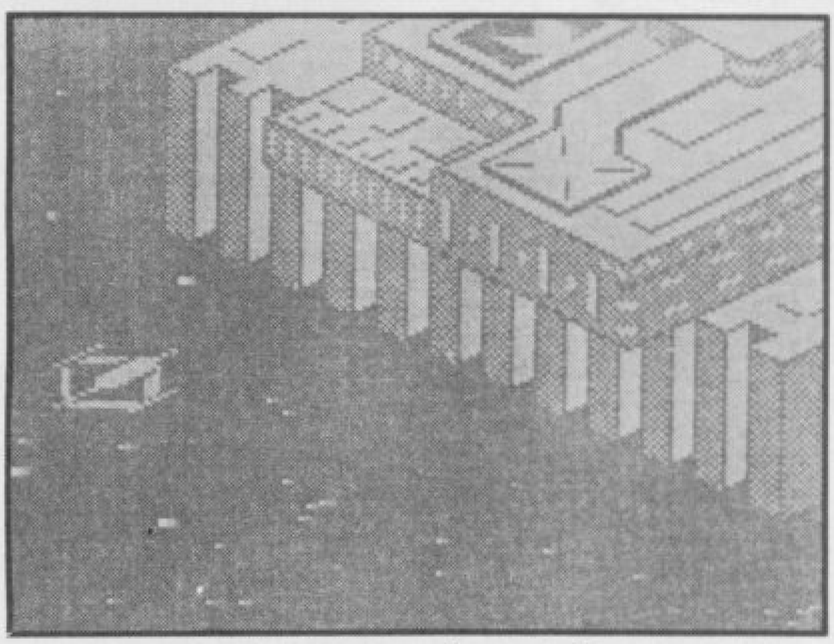
Stage three is a peculiar kind of puzzle in which rows of coloured lights flash in sequence as a pyramid-shaped alien chases you around a sort of cosmic chess board. I never quite got the hang of what I was supposed to be doing on this stage,



which is probably why I can't tell you anything much about the subsequent sections...

Decent scrolling, slidey between-section logos, reasonable bleep-bleep sound effects and dreadful 2001-style music all add up to a bit less than the sum of the parts.

Sigma Seven might have been the last world in multi-faceted spacey arcade adventures when



it appeared, but now it looks more like a few second-hand game concepts cobbled together into one title. That isn't to say it's not worth a budget price, but don't expect anything extra super special.

ARCADE REVIEW

## FAX BOX

*Fairly tired-looking collection of game concepts strung together in space*

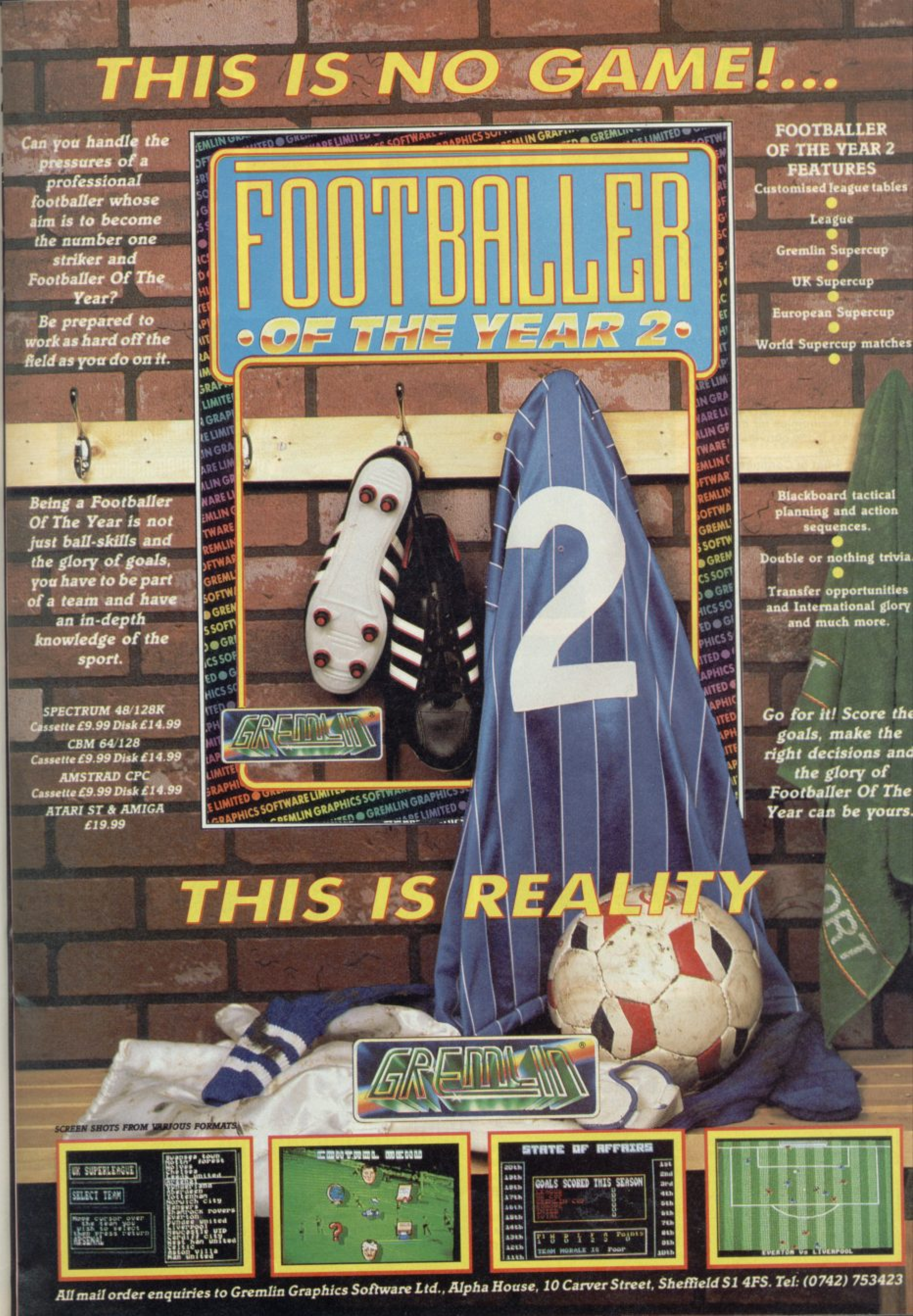
| GRAPHICS | SOUND |
|---|---|
| 75 | 60 |
| 70 | 57 |
| PLAYABILITY | LAST ABILITY |

*Label:* **ENCORE** *Author:* **Mike Richardson** *Price:* **£2.99**
*Memory:* 48K/128K *Joystick:* various

Reviewer:

OVERALL **61**

10 20 30 40 50 60 70 80 90



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## GAMES REVIEW!

# CONTINENTA

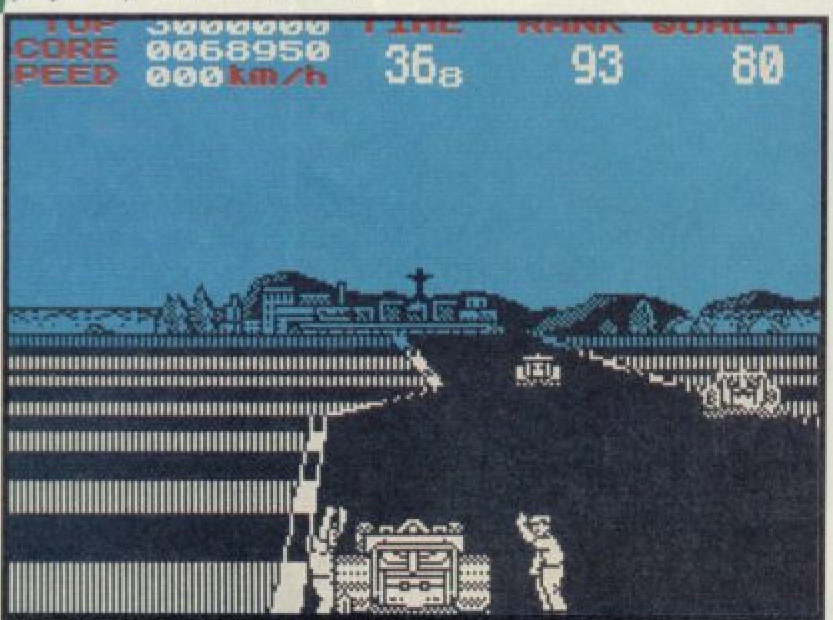
Arcade conversions are seemingly very popular at the moment and to coin a phrase, they're what yer right hands for which is exactly what the software houses seem to know as no sooner does a machine grab your attention and have you asking for your pocket money in ten pees, then several software companies will wrestle for the license, so that they can wrest a few more pence out of your pockets. This is actually good economics for games players IF the conversion is a good one.

So, what of Continental Circus? Could such a wicked arcade game convert to the Spectrum? The Sales Curve seem to think so who have done the converting on behalf of Virgin/Mastertronic and I must say, it does look juicy.

For those of you who haven't played the Taito arcade machine (whaddaya mean you haven't played it!), here's the brief...



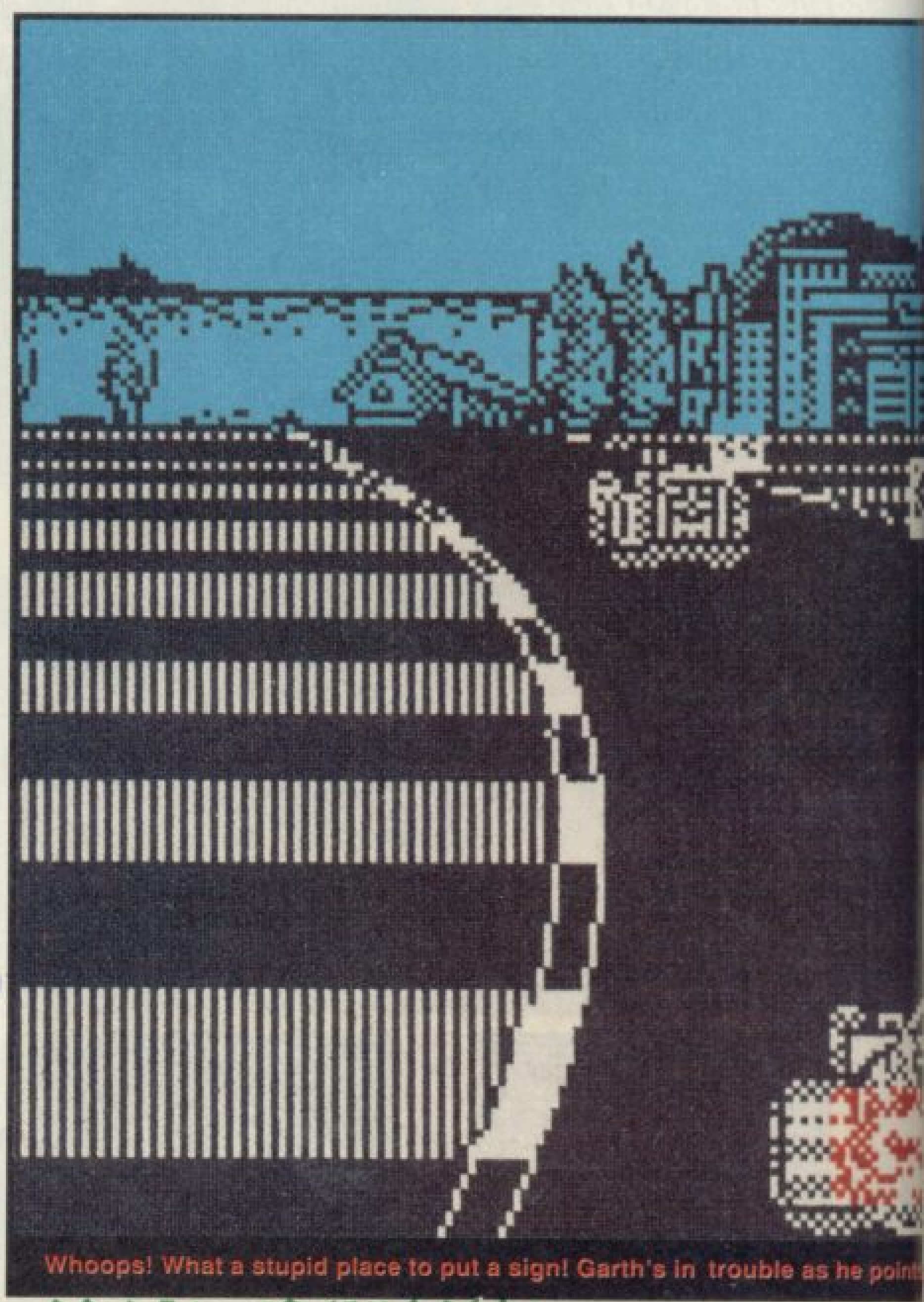
Here goes Garth into a nasty looking left hander. Will SU's very own boy racer avoid hitting the signs?




"You'll 'ave no more trouble with it now Guv." The pit team wave our hero a cheery goodbye and hope that they won't see HIM again!

Continental Circus is a rubber burnin' race game. No elephants, no clowns and no-one in glitsy suits beating tigers into submission with large whips. No siree. This game is for real heros. You must race against other cars and improve your performance (fnarr), to improve your ranking which to begin with is, well pretty naff. In fact it's crap! You're ranked 100th which is last place. As a reader of Sinclair User this really won't do will it. So by getting around the courses within the allowed time and overtaking enough cars you will qualify to race on each successive track. You begin the game in Brazil and work your way up the rankings and through six other countries' tracks until you finally reach Japan, where you must finish in third place or better. Ahh sooo.

Sound easy enough for you? Ha, just hold it right there Mr Mansell. Cars go wrong sometimes. Just ask Jim if he's got enough oil in his engine and he'll scuttle off out and bang another pint in his lotus. Well, oil levels are no problem with Continental Circus but collisions are. If you decide a car's in your way, don't do an Alison on it. The merest nudge will cause smoke to pour out and, as in the arcade game, you will be advised to make a pit



Whoops! What a stupid place to put a sign! Garth's in trouble as he point

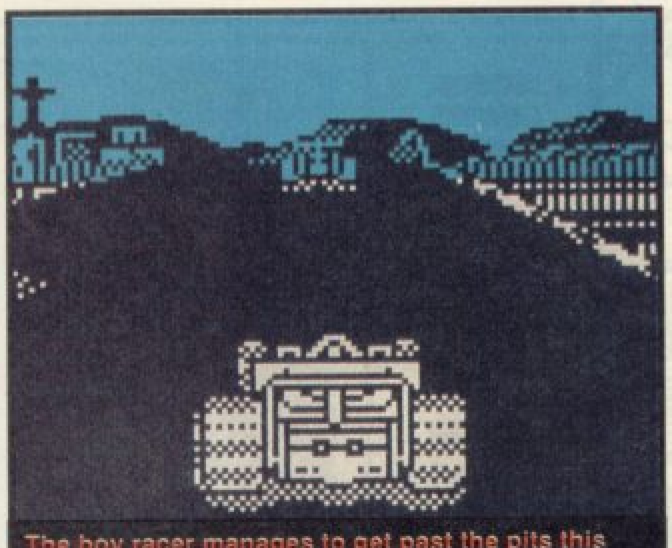
AL CIRCUS

GAMES REVIEW!



stop to repair the damage. If you decide to continue then watch out! If you run the car for too long the smoke will turn to flames and eventually the car will blow its rivets all over the track. If that isn't enough, there is also rain which can happen at any time, just like the real thing. Be careful on bends in the wet as it becomes frighteningly easy to completely wipe yourself out and be left without a working motor. Losing a car isn't too bad because that can be replaced but the all too important clock will continue to tick away your chances of qualifying.

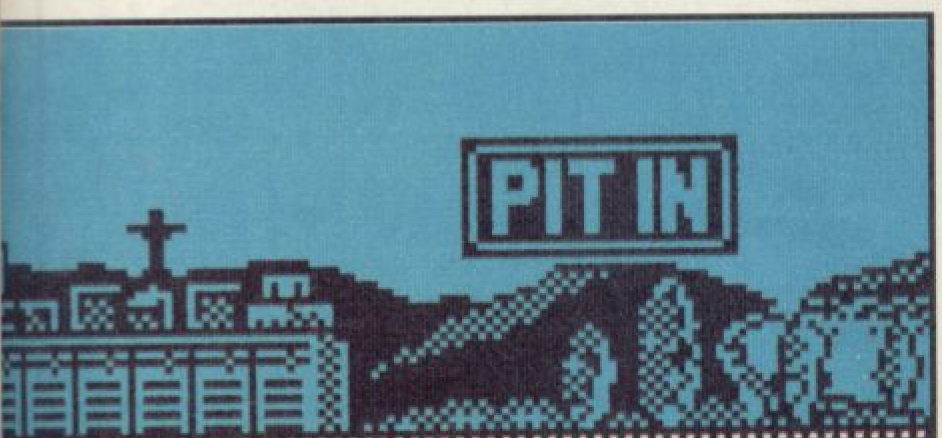
Control is by keyboard or joystick with forward accelerating the car and the fire button acting as shift between low and high gear and your current gear is displayed in the top left hand corner along with speed, present score and the highest score, to the left of which is time left which ticks mercilessly down to zero. Your current rank and the rank you need to qualify for the next race are also here to lay testament to what a brilliant (or useless), driver you are.



The boy racer manages to get past the pits this time without having to drop in for yet more repairs

It looks like we've got a winner here - okay so the 3D effect can't be implemented on the Spectrum but the 3D effect on the arcade tended to give people severe headaches and if Taito saw fit to introduce an on/off option then just think of the Spectrum version as being that much better than the original.

Virgin have a good product here (hurrah!), and it will be no surprise to me when it roars into the charts in a flash of smoke and hopefully, doesn't disappear in a ball of flames.




his flaming car in the direction of the nearest fire extinguisher.

## *PLAYING HINTS*

FAST START For a flying start that'll have you ripping off the start line like sh[illegible]t off a shovel after a vindaloo, push the joystick forwar when the first starting light comes on, release it (but don't pull it back) on the second light and push forward as normal when the green light comes on. This gives you an impressive burst of acceleration off the line then just change up into the high, second gear.

CORNERING For fast corners it may be necessary to slow down, especially in the rain. Do this by changing down momentarily then get back into top as you come out of the bend.

CRASHES If you get damaged get into one of the pits. The clock will stop while the lads sort out your problems but if you race on and blow up, the clock will continue to tick away whilst your new car is prepared.

ACCELERATING AFTER A CRASH Keep to the middle of the road and then cars behind you can pass on either side but if you pull in front of them they will collide with your car and you'll get severely narked off.

OVERTAKING Read the road and decide early on which side you will pass other cars. If you dither, your car will be climbing into the opponents driving seat before you know it! On corners, decide which line the cars ahead are going to take (either left, right or centre of the track). If the road is blocked you can cut the corner if there are no signs or roadside furniture in the way.

ARCADE REVIEW

# FAX BOX

*The race game goes one stage further. Ace.*

| GRAPHICS | SOUND |
|---|---|
| 79 | 86 |
| 65 | 80 |
| PLAYABILITY | LAST ABILITY |

*CONTINENTAL CIRCUS Label: Virgin Author: In-house Price: £8.95 Memory: 48K/128K Joystick: Various*

Reviewer:

OVERALL 80

10 20 30 40 50 60 70 80 90

# SUNEWS




## Hard Drivin' Domark Head for a Smash!

**As if there weren't enough driving games around at the moment, Domark's biggie for Christmas is Hard Drivin', a conversion of the No. 1 arcade coin-op.**

Heralded as the most realistic and exciting driving game ever by our coin-op guru, Hard Drivin' is to appear on the Tengen label.

Like the coin-op, Domark's version features auto and manual gear selection, instant replay of crash sequences and both Speed Track time trials and Stunt Track tests of your skill. The Stunt Track features vertical loops, draw bridges, short-cuts across the grass and helpful speed signs.

Programming of the eight-bit version is by binary Design, using a revolutionary vector graphics technique to reproduce the high quality graphics of the original. Hard Drivin' will be priced at £9.99 on cassette and £14.99 on disc, and launch is scheduled for November 22nd. Full review when we get it!

## Level Nine Call it a Day Drama!

### *By our "goblin dungeon" correspondent*

**In a surprise proclamation which sent shockwaves from the Land of Tharg all the way to the Mountains of Doom, ace adventure writers Level Nine announced that their latest release, Scapeghost, is to be their last.**

Level Nine has produced over fifteen adventure titles, including some Spectrum classics like Price of Magic, Gnome Ranger and, er, lots of others.

As the adventure market declined, Level Nine went into a short-lived and fairly disastrous alliance with Telecomsoft, but in the cut-throat world of games software the company has been unable to keep going alone.

Now the Level Nine team will be concentrating on developing sixteen-bit non-adventure games using a development system known as HUGE - wHolly Universal Games Engine. The last Level Nine title, Scapeghost, features a dead and discredited policeman, Alan Chance, who has three nights of haunting in which to unmask his killers and clear his name.

Launched at the PC Show, the cost is £14.95 on Spectrum cassette and £19.95 on disc.

## *The Wayne Headlines*

***Hello lovely lovely people out there, here I am again with my own special headlines, which I though I'd devote to Barry Norman-style film reviews this month, and why not?***

***Batman what a load of poo! I bought the T-shirt, the poster, the paperback, the film-book, the tea-towel, the bat-flavoured under-pants and the mug, and I thought they were great, but no-one told me that the film was awful!***

***Michael Keaton with his kissy little mouth was about as convincing as Batman as the man from the chippie! Jack Nicholson got paid $8m just for going "Whoo whoo whoo!***

***Kim Basinger was about as sexy as a damp copy of the Sunday Times!***

day Times!

# Cheetah Shoots Up From Behind

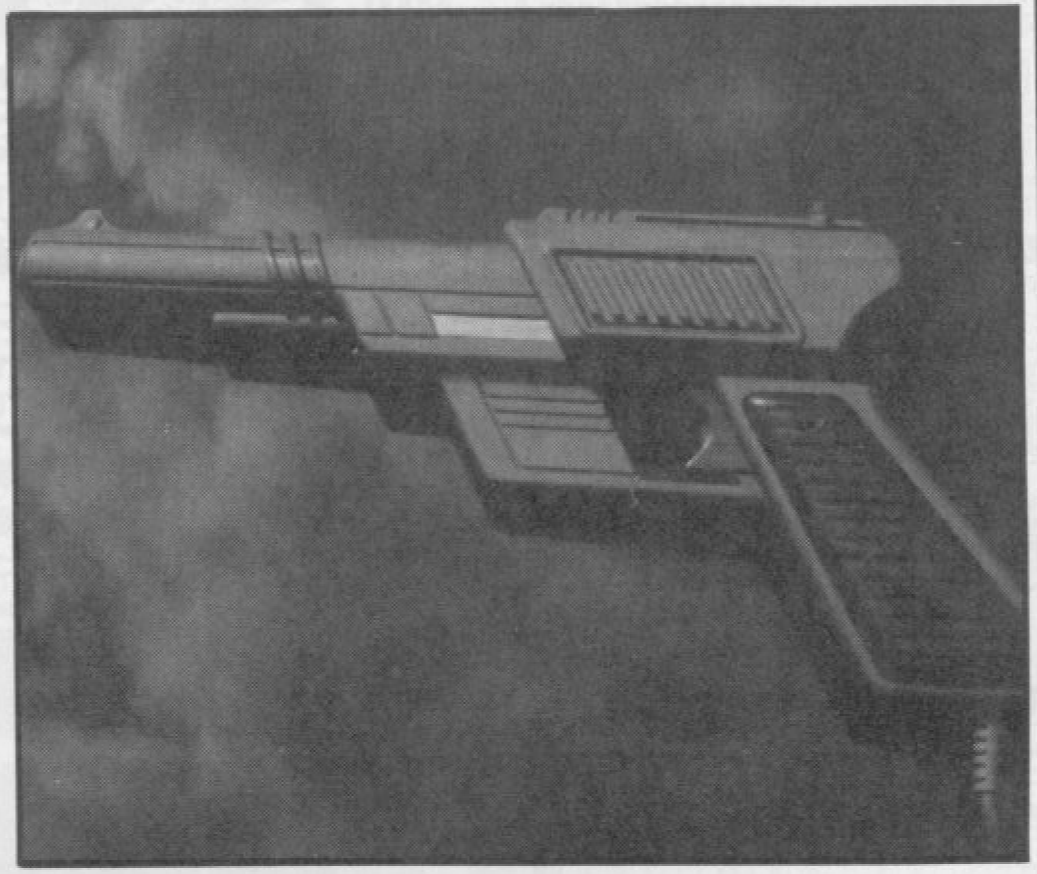
*by our "go ahead make my day" correspondent*

**Joystick johnnies Cheetah are about to launch a rival to the Sinclair/Mastertronic Magnum lightgun.**

Cheetah's Defender will be available in 48K and 128K/Plus2/Plus 3 versions, at 24.95, which is 5 cheaper than the Magnum, and will come bundled with six specially-written games by Codemasters. Chief Cheetah Howard Jacobson claims that the gun has taken twelve months to develop. It features special optical technology, has a microswitch trigger, sliding sights, an autofire control, and is weighted for a realistic feel.

The six games released with the gun are Bronx Street Cop, Supercar Transam, Advanced Pinball Simulator, Billy the Kid, F-16 Fighting Falcon and Jungle Warfare - and they all feature lots of shooting! The price of the Defender will be announced on its launch at the PC Show, where a new low-price joystick, the Exterminator, will also be released.

We'll present a full review of the Defender as soon as we can wrestle one away from Cheetah.



# Gremlin in Acid-crazy House Party Shock!

*by our "get on one matey" correspondent*

**Gremlin have announced more details of their pre-Christmas release schedule, including two brand new titles and a compilation pack of greatest hits.**

Footballer of the Year II, due for release on the Spectrum in October, is a follow-up to last year's Footballer of the Year, which has just re-appeared on the compilation Soccer Squad. (Are you following all this?) FOTY II will feature, er, lots of footbally action, you can be sure of that. Also scheduled for an October launch is Panic Stations, an arcade adventure, and The House Mix, a compilation.

The House Mix includes six Spectrum titles: arcade adventure Artura; car-chasing and shoot-outs in Technocop; aggressive driving techniques in Motor Massacre; skateboarding action in Skate Crazy; airborne high-jinks in Night Raider; and sci-fi scallywaggery in Dark Fusion.

Prices for the three products are a closely-guarded mystery at the moment, but we'll let you know as soon as we have them.

***

*Licence to Kill! What a load of poo! Not a single joke, more bloody sharks and Bond only bonks two women (and doesn't shoot either of them!) Timothy Dalton is about as convincing as Bond as the man from the chippie!*

*Indiana Jones and the Last Crusade! What a load of poo! It's exactly the same plot as the last two films, but without the special effects! Unless you count Sean Connery's wig, which must count as the most spectacular special effect since Star Wars! Harrison Ford should stick to putting up shelves! (The man from the chippie can do that too).*

*So anyway, I've borrowed $50m from the Junior Savings Bank (they're keen to encourage young businessmen you know), and I'm making my own movie. It's a sort of underwater supernatural science-fiction spy horror thriller detective mystery. My girlfriend Charlotte is singing the theme tune "Ooh Wayne You're So Manly" and I have a walk-on part as a filing cabinet. We've already sold the T-shirt franchise, the video rights, and the computer game licence, so we've made the money back before we've made the film! In fact I don't think I'll bother making it now - and why not!!??!!!*

54

# CHART HITS COMPO!

## PICK YOUR TOP OF THE POPS!

### *Okay, Pop Pickers, name the Christmas Top 3 and win the Top 30 Xmas hits!*

Alright! That's enough. We've all head enough of your letters saying "Why oh why did Megadeathblast IV only get a 65% mark in the review and yet it got to No.5 in the charts. And you said it wouldn't".

So, Smart Knickers, here's a challenge for you. If you can predict the top 3 FULL PRICE games in the SU Christmas Chart (to be published in the January Issue) and put them in the right order, we'll be so impressed that we'll GIVE you every game in the rest of the charts - full price and budget!

AND you'll get a Special Sinclair User Crew Member badge too.

To give you some pointers, look out for the games which will hit the shelves at the end of November or the start of December. Remember, if they're too early or too late, the bulk of their sales will fall outside the crucial Christmas week AAAAAGH! Marketing Sackings Ahoy!

Obviously, games tied to Movies and Coin ops are the easy choices, but how about those original titles that are just so fantastic they can't be ignored?

We want you to get involved in some serious market analysis here. Check the last few months' charts and see what type of game does well. Do things change at Christmas? Is everyone still as keen on Sports sims in the Winter?

Alternatively, you could just make a blind tail-on-donkey shot in the dark and stand just as much chance of winning. But remember, there's a big bundle of software at stake!

So. Fill in the form, send it to "I Can see the future", Sinclair User Compos, 14 Holkham Road, Orton, Peterborough.

### *RULES:*

No employees of EMAP or, well, EMAP or their relatives are allowed to enter this competition. The competition closes November 31st. The Chart is Compiled for SU by Gallup. The Editor's decision is absolute and final and entirely unquestionable.

### *Prediction Coupon:*

I predict that the top 3 FULL PRICE games in SU's Xmas chart will be:

1) ........................................................................

2) ........................................................................

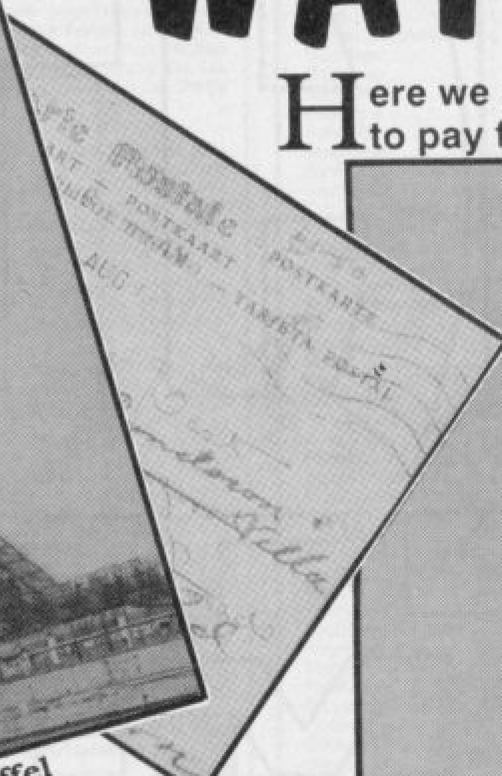
3)........................................................................

Name:........................................................................

Address:........................................................................

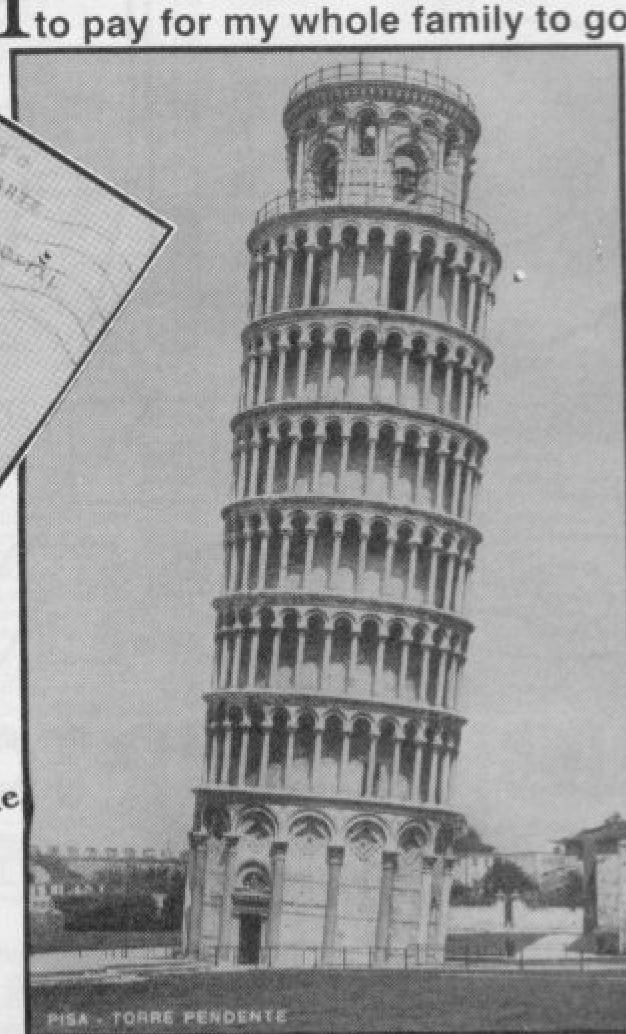
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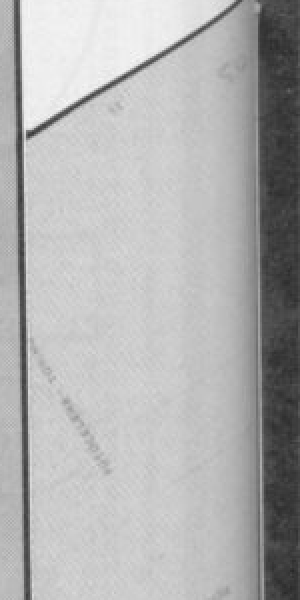



# WAYNE'S WO

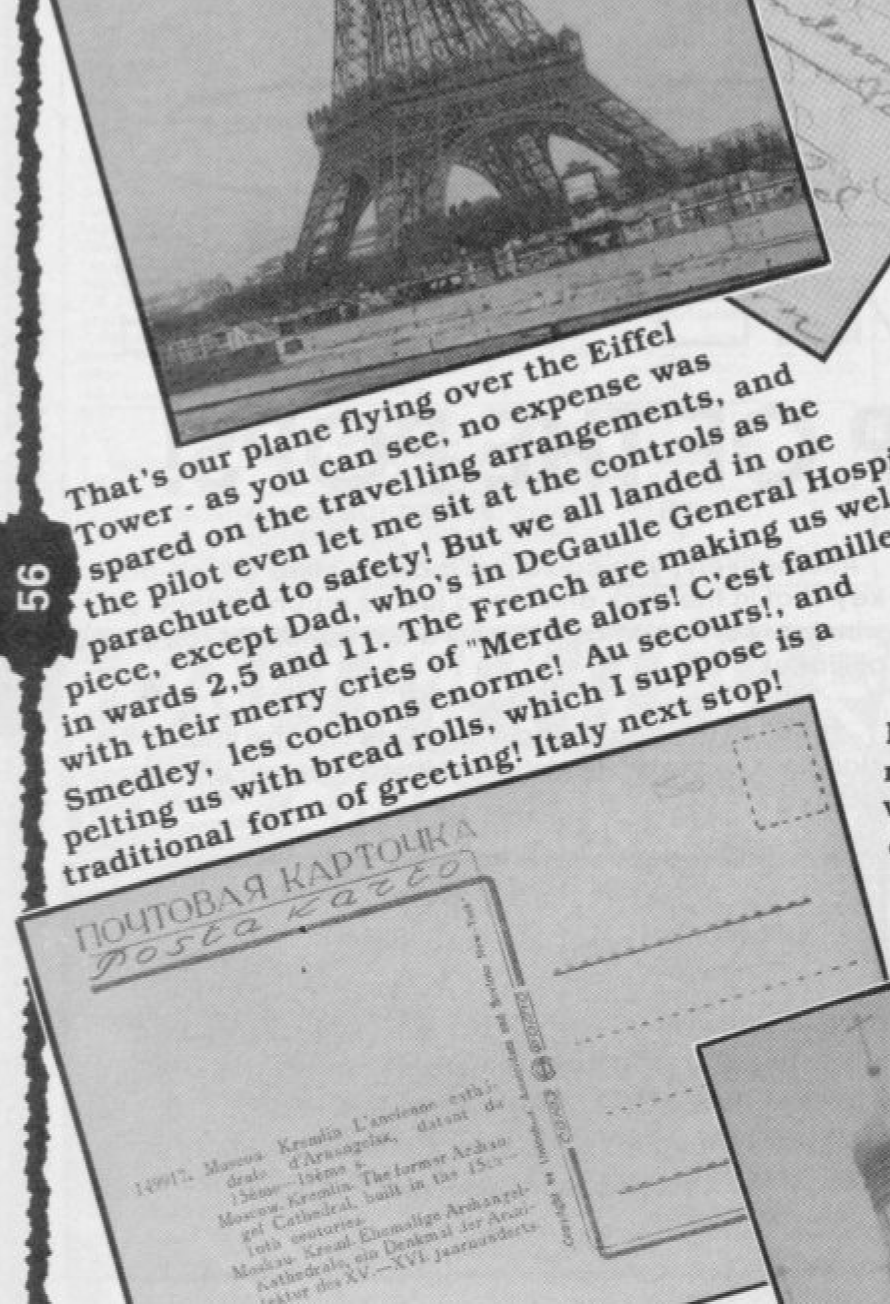
Here we are in France on the first stage of our W
to pay for my whole family to go on the this trip
was worth the

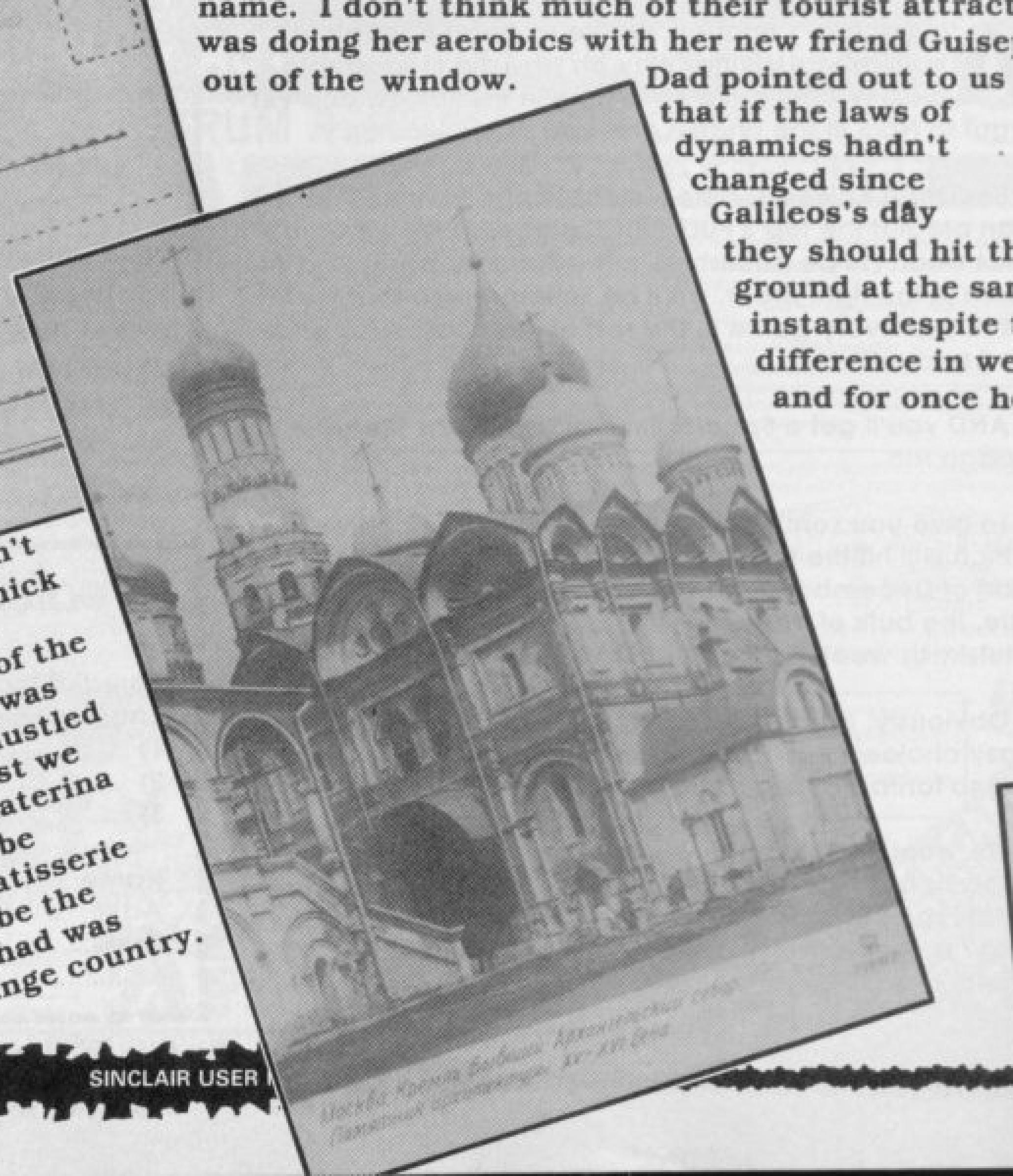


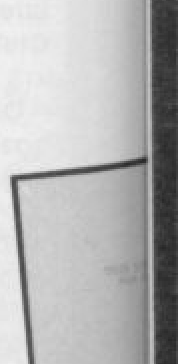



That's our plane flying over the Eiffel Tower - as you can see, no expense was spared on the travelling arrangements, and the pilot even let me sit at the controls as he parachuted to safety! But we all landed in one piece, except Dad, who's in DeGaulle General Hospital in wards 2,5 and 11. The French are making us welcome with their merry cries of "Merde alors! C'est famille Smedley, les cochons enorme! Au secours!, and pelting us with bread rolls, which I suppose is a traditional form of greeting! Italy next stop!

NOW we're in Italy, and Dad says Pisa lives up to its name. I don't think much of their tourist attractions - W was doing her aerobics with her new friend Guiseppe and out of the window. Dad pointed out to us that if the laws of dynamics hadn't changed since Galileos's dây they should hit the ground at the same instant despite the difference in weight, and for once he was rig



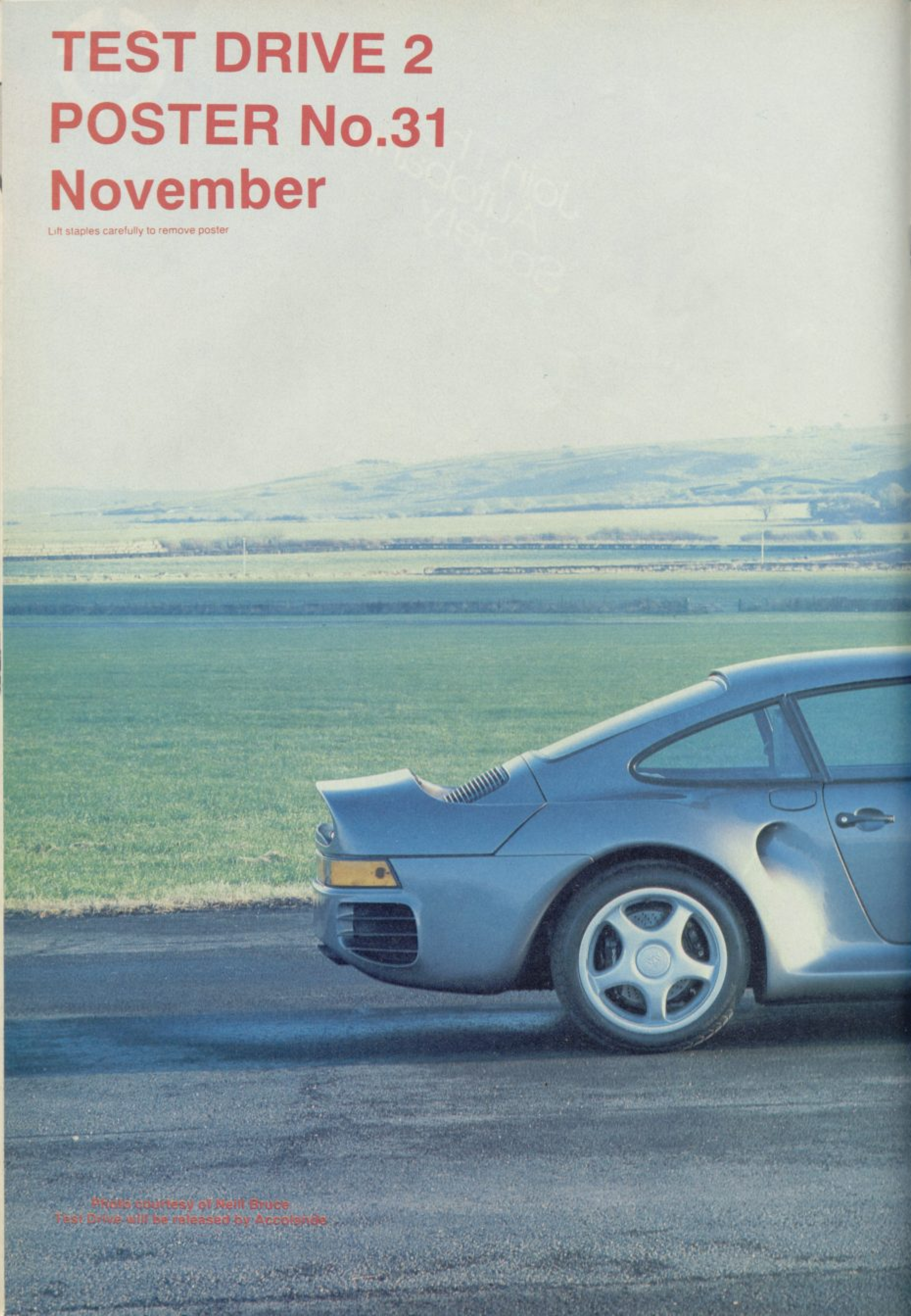





Well here we are in Italy, though I can't understand why there's snow a foot thick on the ground and everyone's eating beetroot. Mum knocked on the door of the Vatican wanting to see the Pope and was surprised when two men called Ivan hustled her away in a black car. That's the last we heard of her, though our tour guide Katerina says that with a bit of Glasnost she'll be released in 25 years. Went to the patisserie to buy some Glasnost to bribe the guards, but all they had was cabbage. Strange country.



C+VG HIT!
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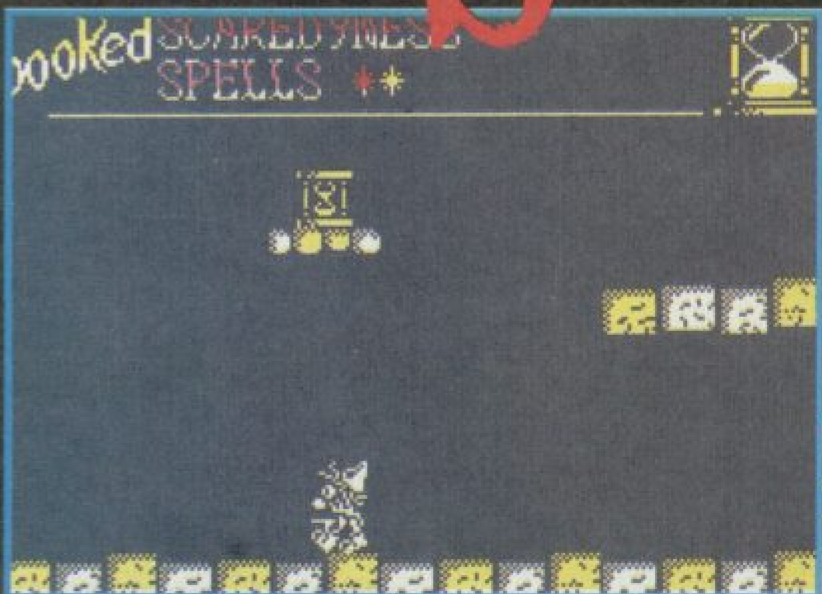

TEST DRIVE 2
POSTER No.31
November
Lift staples carefully to remove poster
Photo courtesy of Neill Bruce
Test Drive will be released by Accolade

SINCLAIR user



GAMES REVIEW!

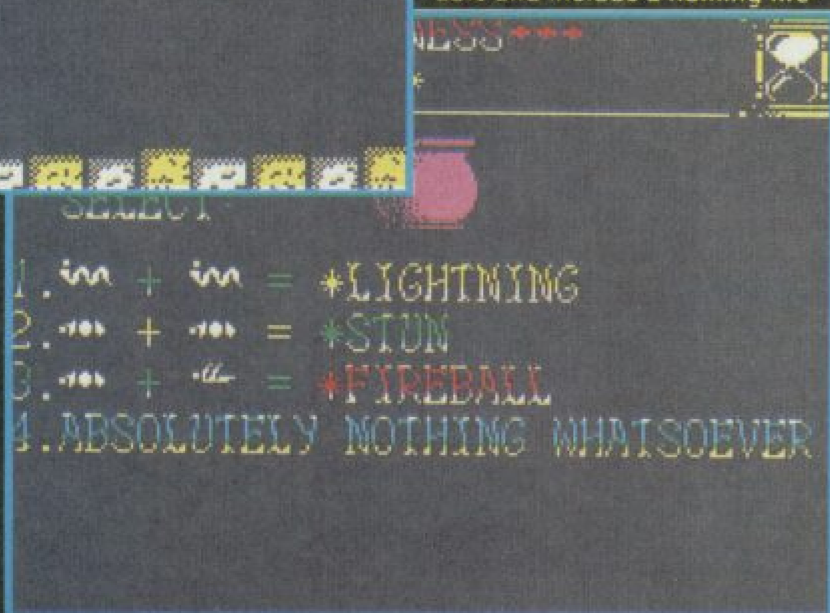
# SPOOKED




Ghostbusters look out! Here comes Spooked! Released on Players Premier this budget game has you hunting for spooks in a wacky, spell flinging adventure romp, that proves that low budget can be high quality.

You are in the ghost extermination business but things have been pretty slack recently. No major monsters, no soup-bowls of slimers, not even the faintest plop of protoplasm has disturbed you - not working's actually getting to be a bit of a bore, which just goes to show the desperation of the situation! But, what's this? Saved by the bell, Alexander Graham Bell to be exact, and one phone call later, armed to the teeth you head for a strange castle.

Play begins with you having no weapons at all. So much for preparation. It's spells you must use to defeat your elusive phantoms and these are no unearthly given powers. You must collect ingredients for each spell whilst avoiding trouble like you'd avoid extra homework.




To collect your first offensive spell you need two small worms *(Yeeeeck!)*, that you must catch by walking over them *(Spllatttt!)*. By pressing enter at any time the current contents of your pockets are displayed and once you have enough slimey ingredients to exchange for a spell then find a cauldron - a purple one would be good.

Movement is by joystick or keyboard and control is left, right, up to jump and fire will unleash whichever spell you currently possess. First off though you will have to try to avoid any skeletons by leaping over their heads (Oooo you're so brave), and any ghosts - who will go away if you keep still! Leap onto a cauldron and a menu will appear if you've enough items to make your magic and you then select which spell you want by pressing the appropriate number.

There are various spells available and include a homing fireball (very nice guv.) lightening, changling and letter spells, all of which become available as you explore the castle and find new tantalising and tasty ingredients, maggots, beetles and bees are amongst them. Pukey or what? All the baddies are spooks except one - he's a spooky old man who lives beyond the stone portals, the entrance fee being... yep, well guessed, even more ingredients but which ones? Ah well, you'll just have to find out won't you. Once through the portal a spooky old duffer will challenge you to a game of hangman



using his vocabulary of 128 words.

Each life lasts for around four minutes unless you get zapped by any of the spooks and your current status is displayed by the grains of sand slipping to the bottom of the hourglass. You can top up your time remaining if you can find an hourglass and stand on it.

Lastly, there is scarreness rating which adjusts depending on how well you are playing. If you're playing well, then things begin to get very creepy, but if you've just started, the game stays fairly frightening until you



get better.

Overall, this is a pretty good game with clean yet colourful graphics that have no clashing, or flicker and a testement to how good games can look on the Spectrum when the programmer hasn't had to convert it from another format. Full marks should go to Tom Prosser and I look forward to seeing his next game. For £2.99 it's completely wicked so don't wait too long - go get it now!

ARCADE REVIEW

## FAX BOX

***Smash yer pigges 'ed in and buy it!***

| GRAPHICS | SOUND |
|---|---|
| 83 | 78 |
| 90 | 83 |
| PLAYABILITY | LAST ABILITY |

*Label:* **Players Premiere** *Author:* **Tom Prosser** *Price:* **£2.99** *Memory:* **48K** *Joystick:* **Various**

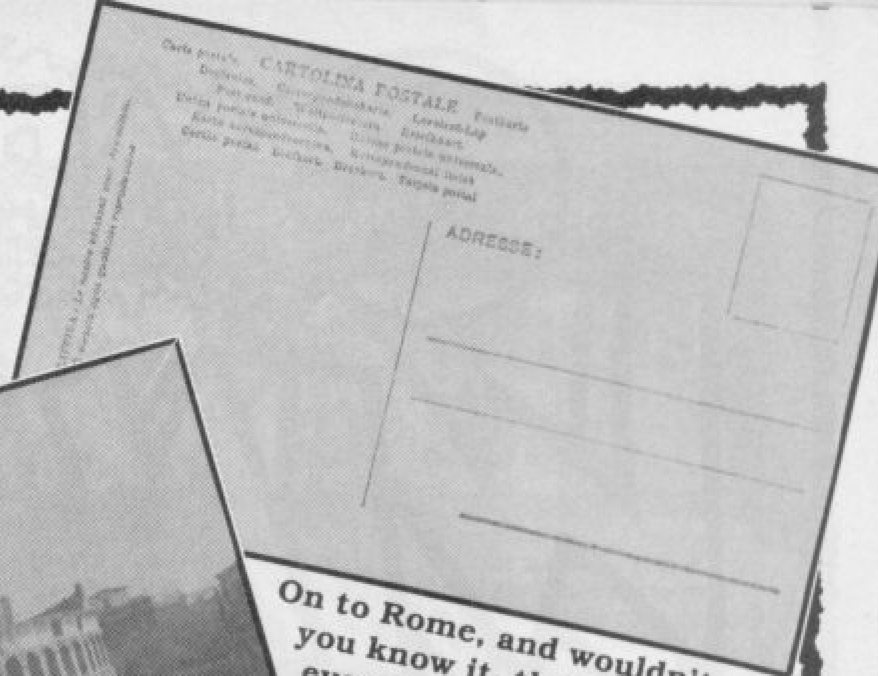
Reviewer:

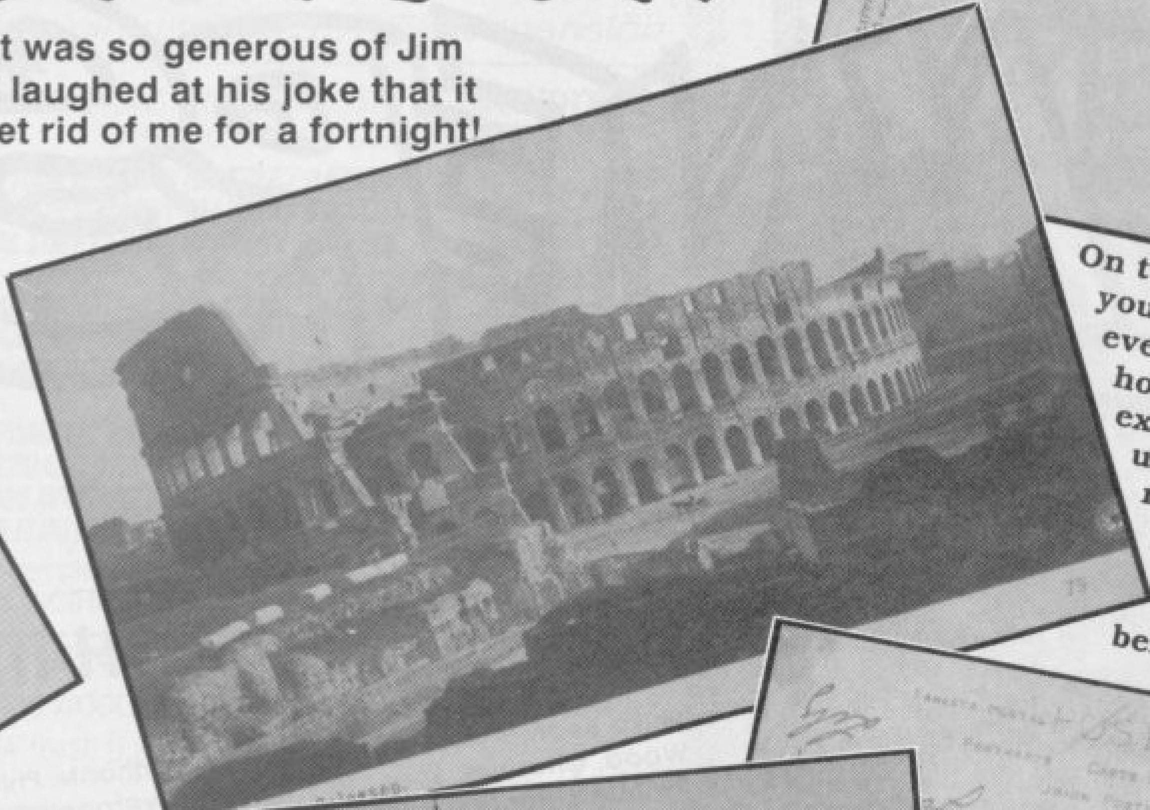
OVERALL **85**

10 20 30 40 50 60 70 80 90

# RLD TOUR

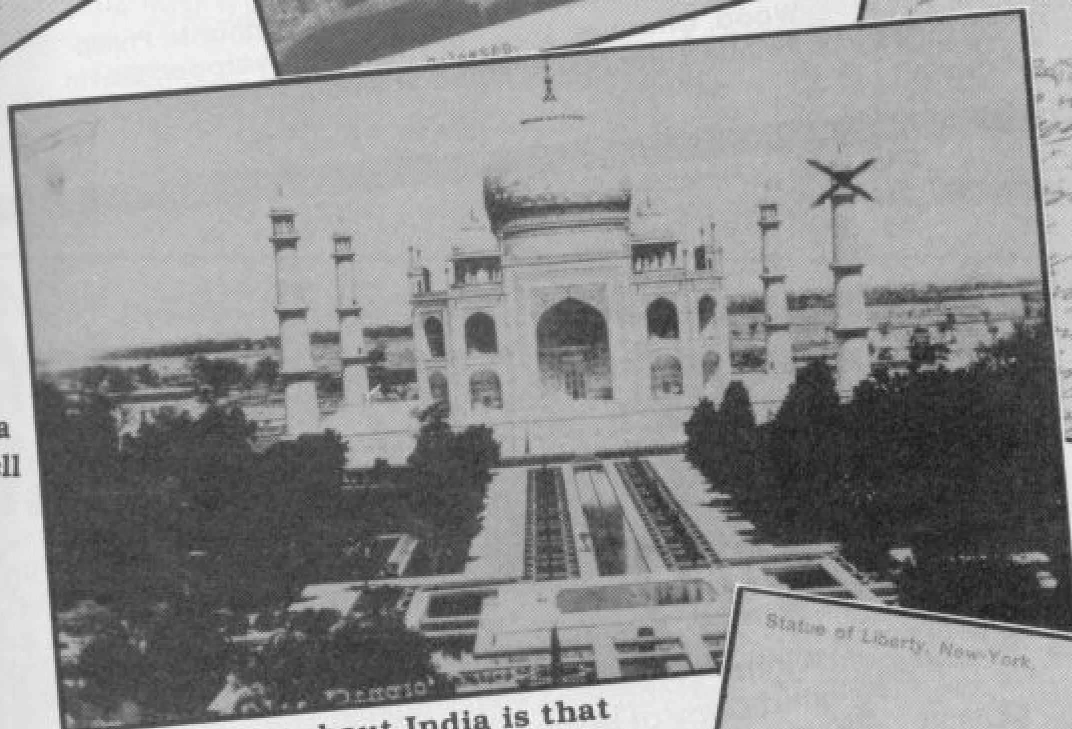
orld Tour! It was so generous of Jim
, and we all laughed at his joke that it
money to get rid of me for a fortnight!



On to Rome, and wouldn't you know it, they haven't even finished building the hotel! Plumbing non-existent, furniture distinctly uncomfortable, food revolting - it's just like home! Weather is here, wish you were lovely, as Auntie Bert used to say before the court case.

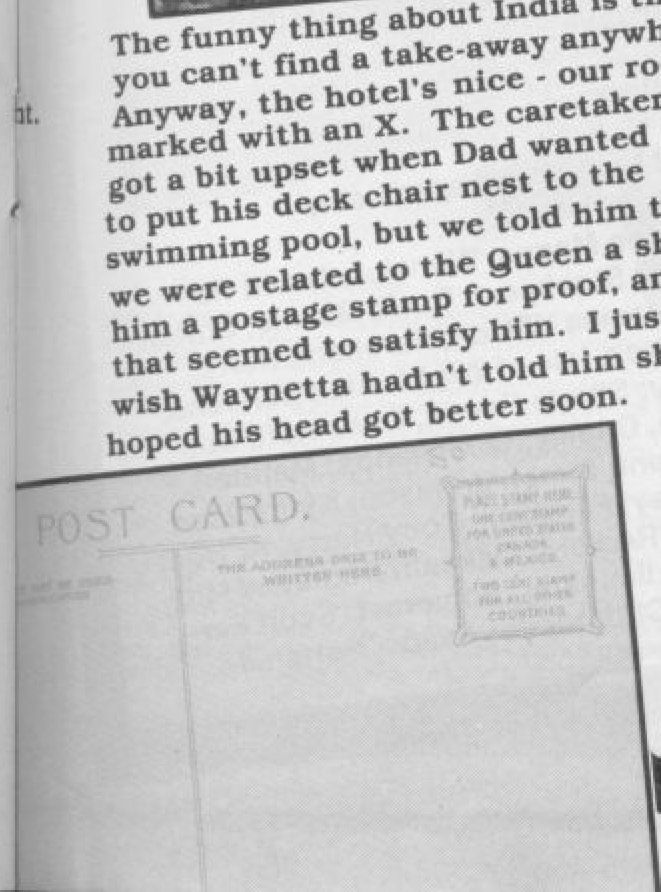


ynetta
hey fell

nt.

The funny thing about India is that you can't find a take-away anywhere. Anyway, the hotel's nice - our room marked with an X. The caretaker got a bit upset when Dad wanted to put his deck chair nest to the swimming pool, but we told him that we were related to the Queen a showed him a postage stamp for proof, and that seemed to satisfy him. I just wish Waynetta hadn't told him she hoped his head got better soon.







Last stop - New York! Dad's being embarrassing, going around wearing a Stetson and saying things like "shucks pardner", "I'll bust your ass buddy" and "Got a light Mac?" to which one nice police officer relied "No, but I've got a dark overcoat". America is full of exotic sights and experiences like Macdonald's, Pepsi-Cola, Rambo films and teenagers on roller-skates. A bit like Cricklewood High Street really. We'd be coming back now but Jim doesn't seem to have arranged tickets home - just a mistake I'm sure! See you next month - maybe!

# COMPETITION WINNERS

## BRANDS HATCH HERE I COME COMPO WITH TITUS

Winner gets a day at Brands Hatch race track

Jerome Hudson, Tottenham

Terry Scrivens, Surrey

Philip Bean, Aylesbury; Ian Barnes, Northants; Phillip Wood, Cheshire; Spencer Pritchard, Liverpool; Gavin Swinden, Rochdale; Brendan Smart, Wembley



## SHOOT THE TELLY COMPO WITH VIRGIN MASTERTRONIC

3 winners get Sinclair Magnum Light Phaser packs

Andrew Hume, Rugby, Warks; Richard Busby, E. Cowes, Isle of Wight; Imad Ajam, Stevenage, Herts

## BIG WED OR WHAT COMPO WITH HEWSON

Winner gets a Surf board/bucket and spade/T-shirt/Copy of Heatwave

Joseph Moran, Luton

20 Runners-up get bucket and spade sets

Jason Price, Hampton Magna, Warwick; David Roberts, Heaton Mersy, Stockport; David Buckle, Sutton in the Elms, Leics; James Wilson, Fareham, Herts; George Farmer, Cowes, Isle of Wight; Alan Scrivens, Chessington, Surrey; Shaun Friend, Lowestoft, Suffolk; Andy Johnston, Dudley, W Midlands; Matthew Viney, Cranbrook, Kent; Simon Johnson, Kingswood, Bristol; Nicola Burnley, Fareham; Toby Horry, Nr Huntingdon, Cambs; Carl Redfern, Oakham Dudley W Midlands; Keith Drayton, Ilminster, Somerset; Scott Ferguson, Alva, Clacks; Christopher Evans, Portslade,

# I'VE GOT THIS PROBLEM

## . . . when saving the ROM

Dear Daffy Doc, I've got a +3 with a Multiface 3. My question is – when I save the ROM using the command SAV "NAME" CODE 0,16383 and copy it to the screen using COPY "NAME" TO SCREEN$, I get the built-in test program and DOS routines. But when I load up my idassembler and look at location 0, I get the old 48K ROM data. Wossappening?

Here's a tip for +3 owners – go into +3 BASIC, and type in COPY RANDOMIZE. Then, press ENTER but very quickly, also press the keys P, L, C and Z, all at once. If you do it fast enough, before the cursor can indicate an error, there's a surprise... Did the people who wrote the ROM have a sense of humour?

**Paul Roberts**
**Rhos**
**Clywd**

**● Rhos? Isn't that a Welsh pop group? Altogether now... drop the boyo, drop the boyo, drop the...ahem, sorry...**

**Your question, when you tell the computer to SAVE something, it has to get the part of its ROM that reads and write to disk into memory before it can do anything. So, when it copies the area you tell it to, it copies the disk ROM. When you peek around with the disassembler, though, the computer leaves the 48K ROM in place, since it doesn't need to get at the disks.**

**Your tip. Yes, they do.**

**Next person with an embarrassing rash...**



## . . . with loadsa different things

Dear Dr Rope, Just a lil' question or two about the Speccy +2...

My TV picture sometimes goes bright – I can get it dark again by pressing down on the computer end of the TV lead. Is it the modulator coming loose – what can I do to fix it? What does it cost?

My tape recorder is being naughty, since I tried to insert a tape with the play head engaged, and lots of my games need the screw setting about 5 times before they load. Arrrrgh! Sorry...

Where can I get a complete list of ROM routines, like the DOS ones in the +3 manual? And I've hears that you can get a sheet telling how to get past the control code filter on the +2 when printing – how much and where from?

**D Cannon**
**Newark**
**Notts**

**● Question or two? I make that four, but then I'm a doctor, not a Count. First, yes, your modulator sounds loose and should take a repair shop three minutes to solder back in. What it costs depends on them, but look innocent and suggest 50p and a copy of Crash. You tape recorder is broken good and proper, since you'll have broken some of the head locating mechanisms. Never mind, it's nearly Christmas. Amstrad have never published, will probably never publish and even more probably won't let anyone else publish a list of ROM routines for the +2. But they do have that sheet you want, and give it away for the price of a phone call to 0277 228888. Ask for Customer Services.**

**Next patient with an odd twinge when I do this, doctor...**

## . . . with the sound

Dear Droopy (had that one, RG), I've had my Spectrum +3 since 1987 and the sound is badly corrupted, like even Spock, Eightpin and Warthogman couldn't save it and get it to the top of the charts. I know that my TV is capable of greater things (Than SAW? Gettaway... RG) because I used to have a +2 that sounded great. What can I do?

**Robert Goulding**
**Oxenhope**
**W Yorks**

PS – back in May you suggested that there might have been a bug in the Spectrum with two-player joystick games. Well, there is, and the only cure is to use a Kempston interface for one joystick and the Spectrum's socket for the other.

**● Thanks for the tip about two player games.**

**There is a design flaw (OK, bug) in the original +3 sound circuit, which has been fixed long ago. But early +3s, like yours, won't have the fix in, and unfortunately it's long out of guarantee. However, there is a sheet from Amstrad (phone number above) which describes the problem and how to fix it, and most fixit companies know the details (if you really wanna know, it's that the audio amplifier is configured for voltage, not current, following... yeah, quite).**

**Next punter with burning sensations all down the side of their left ear...**

## . . . and I want to change to 128K

Dear SU, I've got a 48K Spectrum – can I get a RAMpack to turn it into 128K, or is there a chip change I can do?

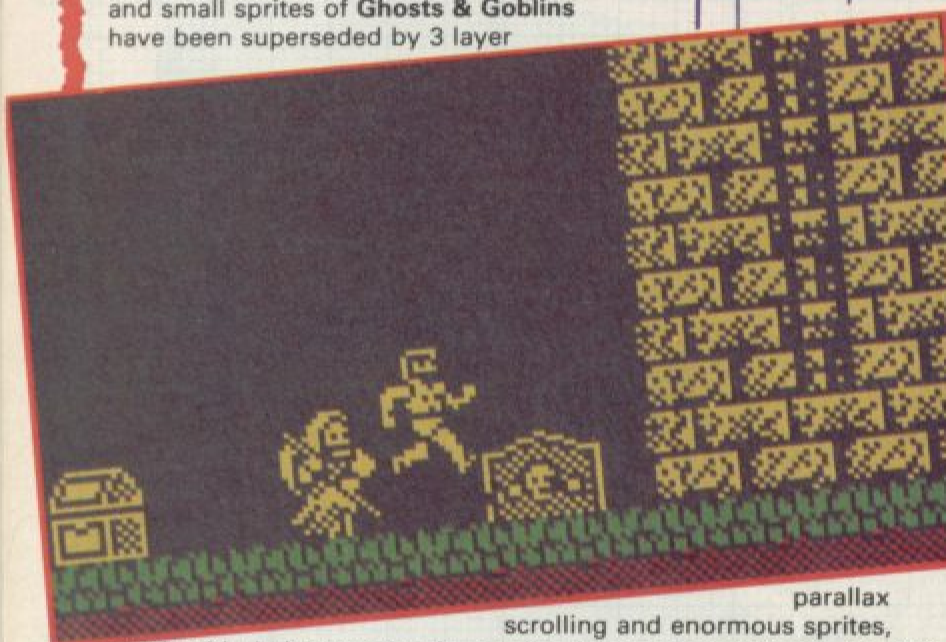
**P D Franklin**
**Finham**
**Coventry**

**● No, nein, non, niet, nope, and, er, no. Not even a little bit possible, this; since there's a lot more to a 128K Spectrum than just more RAM chips. So, get a new Spectrum and keep the old one for the Antiques Roadshow.**

**Next Arthur Negas lookalike...**

# BLUE

Ghouls & Ghosts, a new Capcom coin-op is the sequel to their earlier title **Ghosts & Goblins**. The hero of the game is again the bold knight Arthur, who you must guide through five levels of nastie-infested scenery to rescue his princess. Many people regard the original game as a classic – both in the arcade and on the Spectrum. The original arcade version now looks positively archaic next to its sequel as arcade hardware has improved significantly since then. The single scrolling playfield, limited colours and small sprites of **Ghosts & Goblins** have been superseded by 3 layer



parallax scrolling and enormous sprites, each with their own 16 colour pallet. In complete contrast, the 48K Speccy hasn't improved one bit. It seems arcade conversions can only get harder!

## DEVELOPMENT SYSTEM

The graphics for the game were drawn directly on the Spectrum +3 by copying from photos of the arcade game. The Capcom people had helped enormously by providing a test mode on the arcade board which allowed the close inspection of any sprite or background. The program was written (as was the original conversion) on an old Tatung Einstein with a not-quite-big-enough 256K RAM expansion and hardware for parallel transfer to a +3.

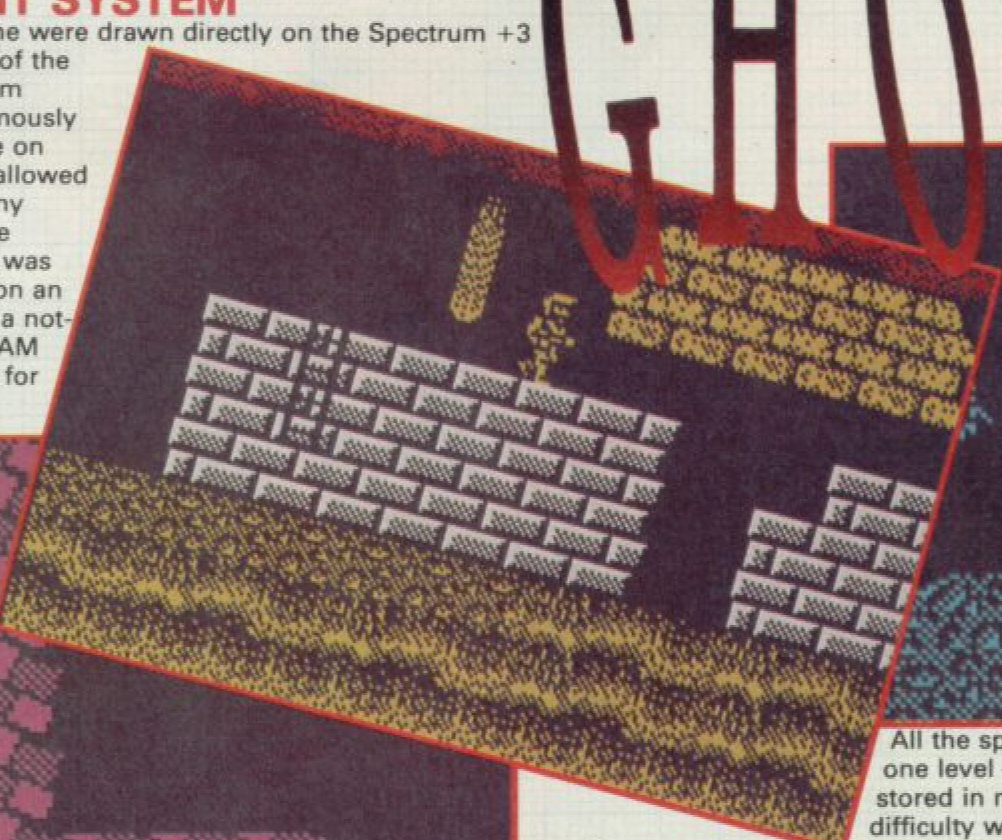
## SCROLLING

**Ghosts & Goblins** was one of the first games on the Spectrum to use a "push-scroll" technique. This type of scroll routine is extremely unpleasant to even think about for too long, but does allow movement by any number of pixels in any direction. As used in both the Spectrum original and sequel, a 2-pixel horizontal scroll combined with a 1 pixel scroll can be performed and sprites dumped on the screen in less than 2 TV frames. The effect of this is much smoother than an average 4-pixels-every-3-frames scroll seen in many Spectrum games.

## GRAPHICS

One drawback of scrolling the screen by smooth 2-pixel increments is that every sprite must then be printable at a 2-pixel resolution. On the Spectrum, this means having 4 shifted images of each sprite animation and background block in memory, and choosing the correct one to print.

# GHOULS A







All the sprite definitions – even for one level – could not possibly be stored in memory at once. The difficulty was overcome by storing only one image, and shifting it to produce the other three as different nasties are encountered. The shifting program to do this runs simultaneously with the game, but outside the interrupt, so as not to slow or stop the action. The design of the backgrounds is severely limited by the scrolling technique, but the continuous smooth scrolling adds so much to the gameplay that this limitation can be endured.

## SPEED

The game speed was maintained at a smooth 25 TV frames per second by using normal Spectrum methods. These include using

# PRINT

the Z80 processor's 16-bit register SP to do both the scrolling and masking the sprites over the background.

## SONICS

Another drawback of the scroll method is that the processor is uninterruptably tied up for most of the 2-frame game cycle, so music could only be played at a 25Hz rate. Rather than have sub-standard music, it was decided to have 3-channel sound effects in the game and high quality 50Hz music for the front-end pages.



## TRICKS & PROBLEMS

The biggest problem with most arcade conversions is finding the memory to simulate the megabytes available on the arcade board. As with **Bionic Commando,** the 48K Speccy can only manage to store one of the five levels at a time but the 128K paged RAM is used to its full to squeeze in the other levels on +2 and +3 machines. Since different monsters only appear on certain levels, it was possible to multi-load their logic control programs as well as their sprite definitions and backgrounds. This allowed a large 32K of object code to be used. Memory was also saved by keeping the main character, Arthur, central on the screen and by using the same mask whether or not he is wearing his armour.



# ND GHOSTS



## See the full review next month!



## PROGRAMMERS

The Software Creations team has previously worked for Firebird, producing **The Sentinel** and **Bubble Bobble**and on **Bionic Commando** and **LED Storm** for US Gold/ Go! For Spectrum **Ghouls & Ghosts:** graphics and maps were designed by Ben Jackson. Programming was by Mike Follin, with music and sound effects by Tim Follin and additional sounds by Geoff Follin.

# TH



Greetings mortals, I have had a complaint. A very polite complaint, but a complaint nevertheless. Louise Read, leading apprentice and member of the academy, says that I am not passing on enough scrolls to her, and wants to hear more from you. She enclosed a list of adventures that she has solved (more, surely, than have ever been written, a list so long that it would fill up this entire column and beyond), which was very kind of her. Louise, little do you know what you have said. Your postman awaits, fear and loathing in his heart; for what will shortly be delivered . . .

Speaking of things being delivered, let me avail you of some interesting facts and figures courtesy of a little missive that arrived via the mysterious workings of the Post Office. Did you know, and not many people know this, that there are at least 24 adventure writing utilities and/or add-ons for the 48K Spectrum? Did you also know that in early 1985 a game called **Valley of the Source** was announced as the official follow-up to **Twin Kingdom Valley**? And it has yet to be released, with its half a million locations and animated sword fights? Why hasn't it been released, though, that's what I want to know.

Where does all this come from, you may be wondering. It comes from the first issue of another adventure fanzine, one called *Adventure Coder*. This is a fanzine with a difference though (aren't they all), in that it has nothing to do with solving adventures. Instead, it concerns itself solely with writing the things, using a variety of utilities or native languages like machine code and/or Basic. Each issue costs £1.00, it's published by Mandy Rodrigues (who may be familiar to many of you through her work with *Adventure Probe*), but its editor is Christopher Hester. He is the man to contact if you want a copy, and the address is 3 West Lane, Baildon, Near Shipley, West Yorkshire BD17 5HD. Cheques and postal orders in his name please.

Moving on through the postbag, we reach the "great excuses of our time" department. This comes in the form of, as The Proclaimers might sing, a letter from America. Chap called Rick Austin, known also as Firehawk, wanted oodles of advice on the **Fourth Protocol.** No stamped or air mail addressed envelope for the reply, though, and the great excuse is "I am not asking you to sacrifice magazine space, a simple letter would be more than enough. It only costs a stamp to make a happy friend". Ha! If I paid for stamps for every reply from Sorceress Towers the Sorceress Bank Account would be an even more alarming shade of red than it is already, and my bank manager would not be a happy friend. SAEs or nothing, especially from far-flung places across the pond like America.

## SHARD OF INOVAR:

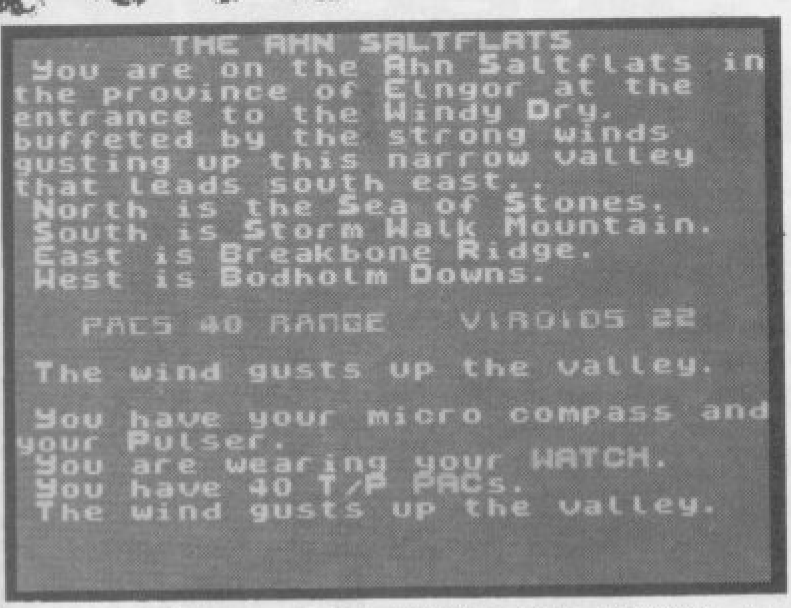
**Get shard of inovar, invoke ritual of decairn, go west, examine boulder, use vial of equat, examine tree, examine hole, give shard to hole, north, get shard of inovar, get statue of vulcat, north, north, place statue of vulcat in aperture, get statue of vulcat, north, place statue of vulcat in font, get ryxblade, get amulet of fire, south, south, give ryxblade to laryx, south, south, west, mount laryx, get kalcut knife, north, climb crevice, get shard of inovar, get vial of equat, get amulet of fire, get kalcut knife, blow kalcut knife, mount laryx, examine shrubbery, examine rock, throw amulet of fire into pool, examine pool, cut aergourd, get aergourd plant . . . to be continued.**

## RIGEL'S REVENGE:

**From where we left off in part one: get bone, follow track, e, e, examine door, remove wire, open door, look under bed, get shape, move bed, move bed, get shape (stun gun), examine gun, open door, e, e, e, u, give bone to dog, u, u, w, s, se, press green button, u, s, jump gap, d, e, s, remove medikit, s, u, e, e, e, e, get screwdriver, put screwdriver in stachel, e, throw medikit at light, wear nightsights, e, get rigel uniform, w, w, w, w, n, n, wear uniform, n, n, n, n, e, u, press switch, get mine detector, press switch, u, we, s, e, d, z, z, z, z, put gun in stachel, get bomb, u, u, e, turn dial (bomb), turn dial (mine), wear headset, e, e (random directions, mainly east, last one south-east until hut appears), e, introduce bomb . . . part one finished!**

# HE SORCERESS

*Stuck in a dungeon or helpless at the hands of fetid trolls? Write to The Sorceress* **SU** *Priory Ct, 30-32 Farringdon Lane, London EC1R 3AU*




Perhaps we can sneak the **Fourth Protocol** into a Witt's End section next month, just ot keep our former colonial friends happy.

Ever onward, an envelope with a cassette in it. It's an adventure from Jack Lockerby, alias River Software, who all live at 44 Hyde Place, Aylsham, Canterbury, Kent CT3 3AL. The game is called **The Bounty Hunter,** excuse me while I go and look at it . . .

Talk amongst yourselves, I'll be back in a minute . . .

Or ten . . .

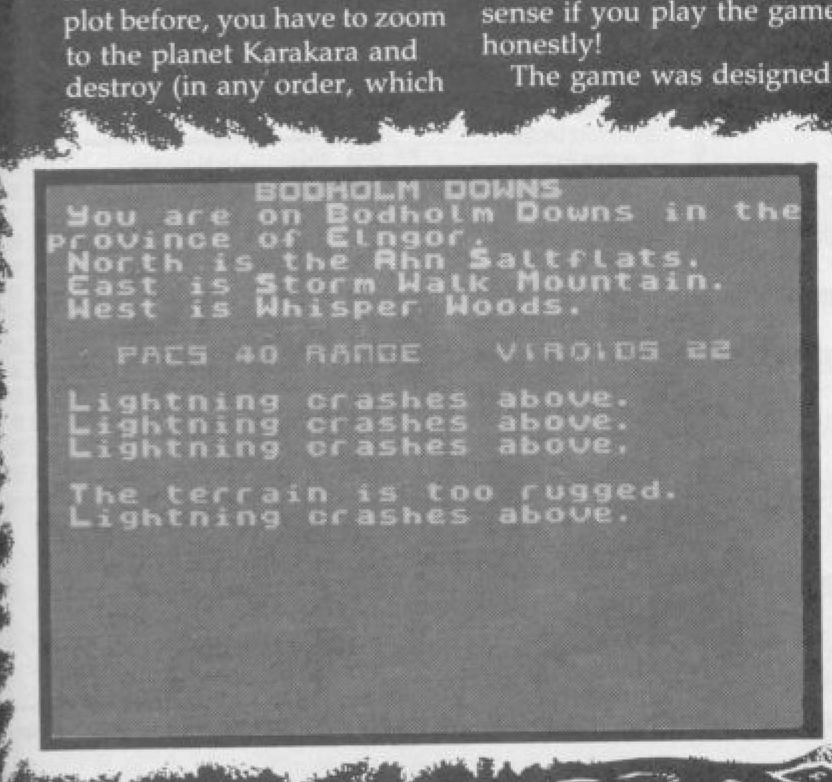
And here I am. Well worth £3.50 of anybody's money, this, and the screen shots shown here should give you a little clue as to what it all looks like. I've mentioned the plot before, you have to zoom to the planet Karakara and destroy (in any order, which is some relief) the 22 Viroids that are roaming around it before they become bacterially unstable. If they do, then heaven help us, it says here.

Good documentation for a budget game, including a wonderful map and the complete plot outline. You're even given authorization clearance by Dr Valin Frolgen, War Federation Neuro-Viral Sector D, whose signature looks absolutely nothing like Jack Lockerby's, so unlike it, in fact, that I'm sure it IS his (if you see what I mean), but we'll let him off because you get a hint sheet as well. Things like a rolling stone gathers no steam in the Targ Hellholes near the Mountains of Dawn. It makes sense if you play the game, honestly!

The game was designed using one of the 24 utilities and add-ons for the Spectrum, namely PAW, plus some additional external commands in Basic. This does make it a teeny bit slower than the norm, but with 1,500 locations you need to take time and think. Fortunately, it doesn't take time exploring all those locations, because you can swiftly teleport yourself from one place to another. And only one form of instant death, which comes when you try and leave a place when a Viroid is present. So if you know what's going to happen, you can prepare for it, which is a good thing because I HATE instant death situations.

Play by mail adventuring, like play by mail chess, appeals to many people. Not me, I might add, but prejudice will not stop me briefly mentioning a new game called **Target,** produced by a company called Games Unlimited. Startup pack costs 50 pence, and the address to write to is High Croft, Top Lane, Whatstandwell, Matlock, Derbyshire DE4 5EN.

You do get a lot of stuff for your 50 pence, I'll give them that. Instruction manual, startup sheet, map section, introduction, and first turn sheet. If you're at all interested in PBM games, it could well be worth slipping half a quid in the post and deciding from there. I'm going to play my own PBM game. It's called Hunt the Postbox. Au revoir, mes enfants.




## WITTS END

**BLACK KNIGHT:** In the tavern, move the barrel to find the store room. Smash the grille in the store room with the axe to find a coin. Give the coin to the dwarf, and give the dog a bone. Pick some daisies to give to the cow. When you have the stool and the bucket, milk the cow. Take the bucket of milk to the dairy and pounr it into the churn to make som butter. In the farm house, examine the rubbish to find a torch. Take the ladder with you, you'll need it later. At the landing stage, examine the river to see a boat at the opposite bank. Throw the rope to the boar and pull it across. Enter the boat and cross to the other side using the lance as a pole. You'll need to make two trips to ferry across all the items you will need. Oil the doors of the abbey with butter.

**GREEN DOOR:** Do not worry when the witch takes the knife, she'll give it back later. Witch Fixit wants a present, so give her the black pearl. Go to the Green Witch's house, where you will be sent back for the pepper mill. Peel the potatoes for the witch. Back at the Green Witch's house, say the pasword given by the notice on the cupboard door in order to return to the zoo.

**RED DOOR:** Tickle Anubis to dodge through the silver doors. Thoth asks for a gift and gives you some scissors. In the room full of down, examine the down and then the fluff. Above the snake-pit, blow the pipe and get a snake in the basket to find a charm. Examine the skeleton then examine the not-quite-empty show case. Give the coin and the ruby to the concubine.

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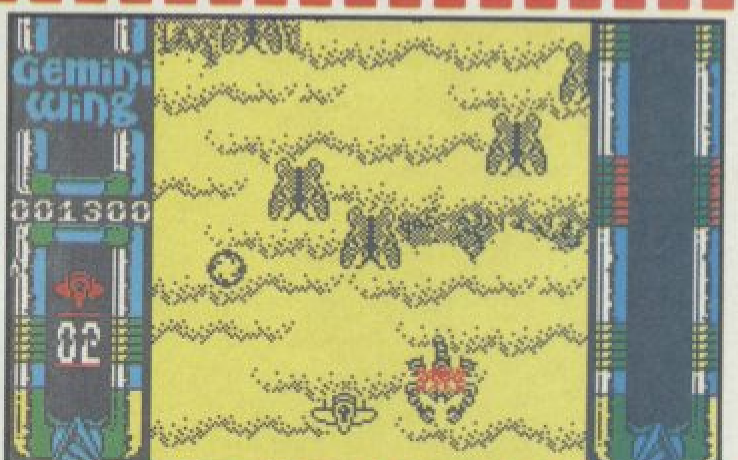
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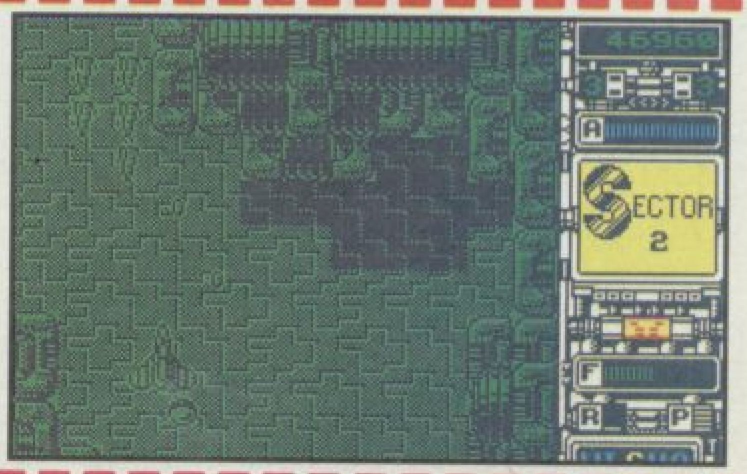

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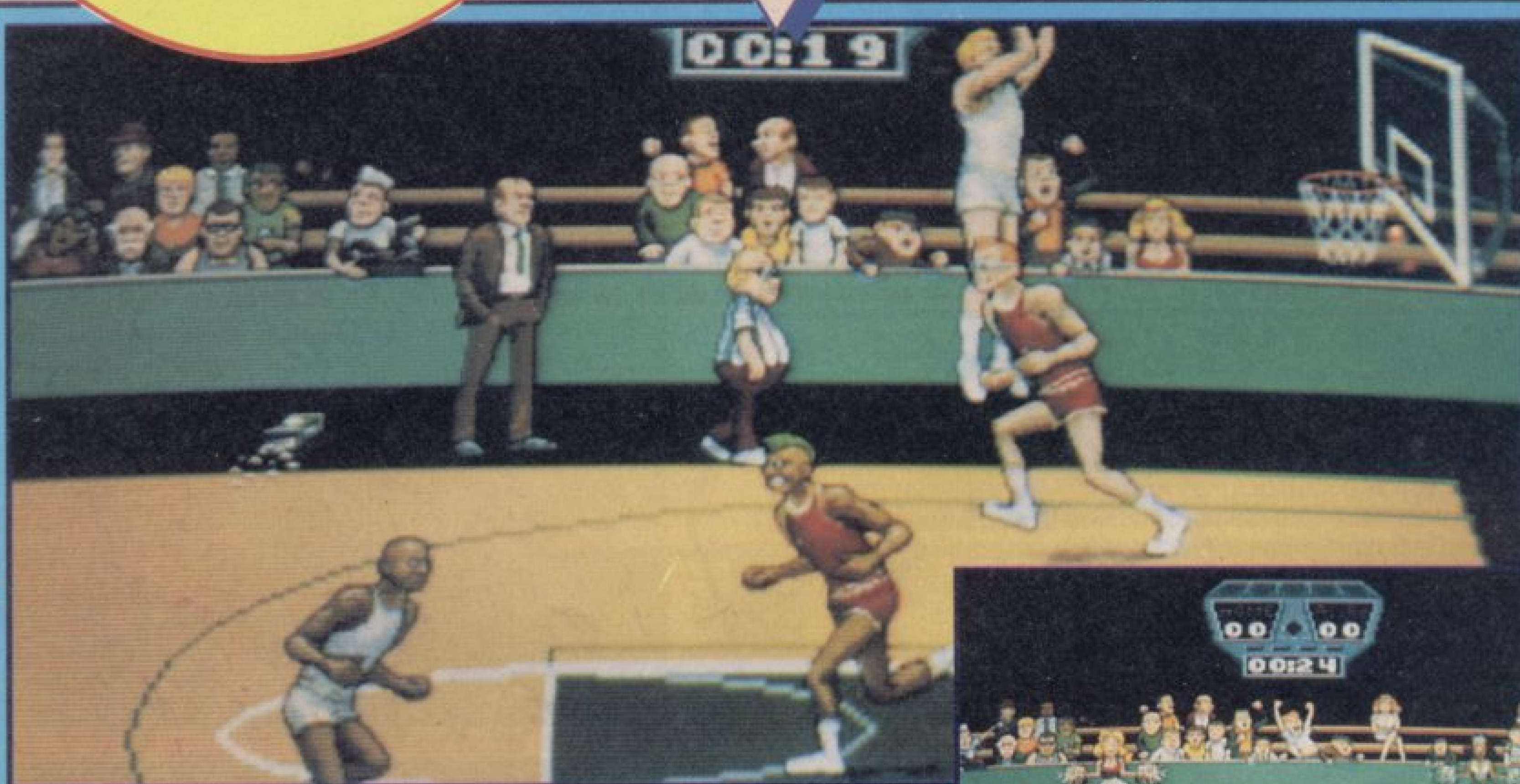
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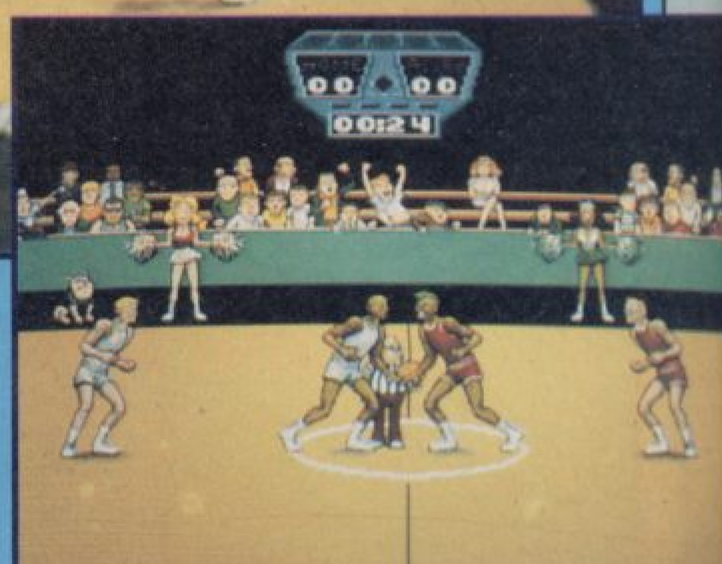
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Now the cold is starting to set in, the only sensible place to be of an evening is down the arcade, warming yourself next to a CRT and letting the adrenaline flow as you achieve total synthesis with the machine. Either that or get bvlow up, of course . . .




# Arch Rivals – Bally/Midway

I know it's really the time of year when we ought to be talking about Gridiron, but, well – Bally/Midway has decided it's time to release a new basketball game in the UK, and it's called **Arch Rivals.** And dy'a know what? It's jolly, jolly good.

There must have been other basketball games in the past, but the sensory overload of playing **Rivals** must have driven them from my mind. It wouldn't matter even if there was in any case – this one's the best and you shouldn't bother having a go at any of the others.

What's the secret of **Rivals**? Big sprites for a start, plus a big 26" screen, nice sound, reasonable gameplay and the ability for the arcade operator to customise the two teams playing against each other, so they can look like (and be named after) local teams.

This kind of stuff is more relevant in the States, but it would still be good for a laugh, if only arcade operators had a sense of humour. Some chance, however. Did I ever tell you the one about the arcade opposite Mr B's in Weston-super-Mare where this git with greasy black hair and a moustache chucked me out for complaining that his **Nemesis** machine's joystick's down/right wasn't working? Come the glorious day, brother . . .

Back to **Arch Rivals,** although the thing claims to have a 49-way joystick (!!!!!!) and has three control buttons, it's not that difficult to get the hang of things. The machine gives you a bit of support with dribbling, shooting and passing (at least on the difficult settings I played it on) as you weave your way up-field.

Two-on-two is the game and funnily enough it's best played one-on-one against a human opponent. You can play the machine and it's fun, but in sports games there's no replacement for getting one over on another human.

Worth a try, especially if you into the parent game yourself.

## FAXBOX

Arch Rivals
Quality sports game with some great touches and a stylish graphic finish.
Graphics 8
Sound 8
Gameplay 8
Addictiveness 7
OVERALL RATING
8




# S.P.Y. – Konami

> **FAXBOX**
> S.P.Y.
> **Terrbily so-so action game that the punters will not be breaking the arcade doors down to play..**
> Graphics **6**
> Sound **7**
> Gameplay **6**
> Addictiveness **6**
> OVERALL RATING **6**




What has happened to Konami this year? Things started so well with the utterly, utterly fabby space blaster **Thundercross** and then the company went all quiet.

Maybe the aliens are fighting back and they've struck first at Konami. A truely sobering thought.

Here they are again, though, with a combination beat-em-up, shooter called **S.P.Y.** or **Special Project y.**

Espionage is the name of the game here, but you're not working undercover; it's out with the guns and BLAMMM, BLAMMM, BLAMMM! I never got quite far enough to find out whether I was fighting on the side of truth and justice or not, but I assume that, in a very predictable fashion, me and my mate were supposed to be rescuing stranded bimbos, acting as a Capitalist lacky for some bloated politician. You can read a lot about sociology into these games, y'know (good grief – Alison).

This action is average enough, but to rub in the mediocracy it's done in a Japanese graphic style that is unlikely to appeal to the likes of you and me. Take my advice and go and play **Thundercross** instead – still pulling this punter back again and again after 9 months.




# Rambo III

Ever wish you were tough, macho and attractive? Yup, me too – in fact I'm in winter training for kicking sand in weaklings' faces right now... when my little sister will let me play in the pit.

Oh I wish I was beefier. I wish I had perfectly overdeveloped rippling muscles. I wish I was a raving psychopath. Hey! Let's go and play **Rambo III**!!!

Not like any of the home computer versions, **Rambo III** on vid it is a combination of **Cabal**, **Op Wolf** and **Dynamite Duke.** Someone has been doing their homework.

So, there you are, stripped to the waist, munitions at the ready and we fall into the familiar – and worringly enjoyable – pattern of mass destruction as Rambo does the biz to the Commie hordes and goes a-hostage rescuing.

Move the cursor on-screen over a target and BOOOMMM! Pity the ammo's a bit limited (obviously the programmers never got to see the movie!) but it's a fair enough bash all the same.

The only innovative part to the proceeding is the use of digitised graphics at the start of each level. It's a nice touch, works well and add a little bit to a game that lacks a certain sparkle.

Lacks the addictiveness of, say, **Mechanised Attack** and the originality of **Cabal**. So what has **Rambo III** got? A huge whopping 75mm bazooka, matey boy, that's what.




> **FAXBOX**
> Rambo III
> **Bit of a hybrid but that won't stop Stallone fans ripping their shirts off and having a go.**
> Graphics 7
> Sound **8**
> Gameplay 7
> Addictiveness **6**
> OVERALL RATING **7**




TAKE THAT!!!!!!!!

# Rastan Saga II – Taito






**FAXBOX**

Rastan Saga II
**Worthy follow up to an old favourite with similar gameplay but uprated graphics.**
Graphics **8**
Sound **7**
Gameplay **8**
Addictiveness **8**

OVERALL RATING **8**



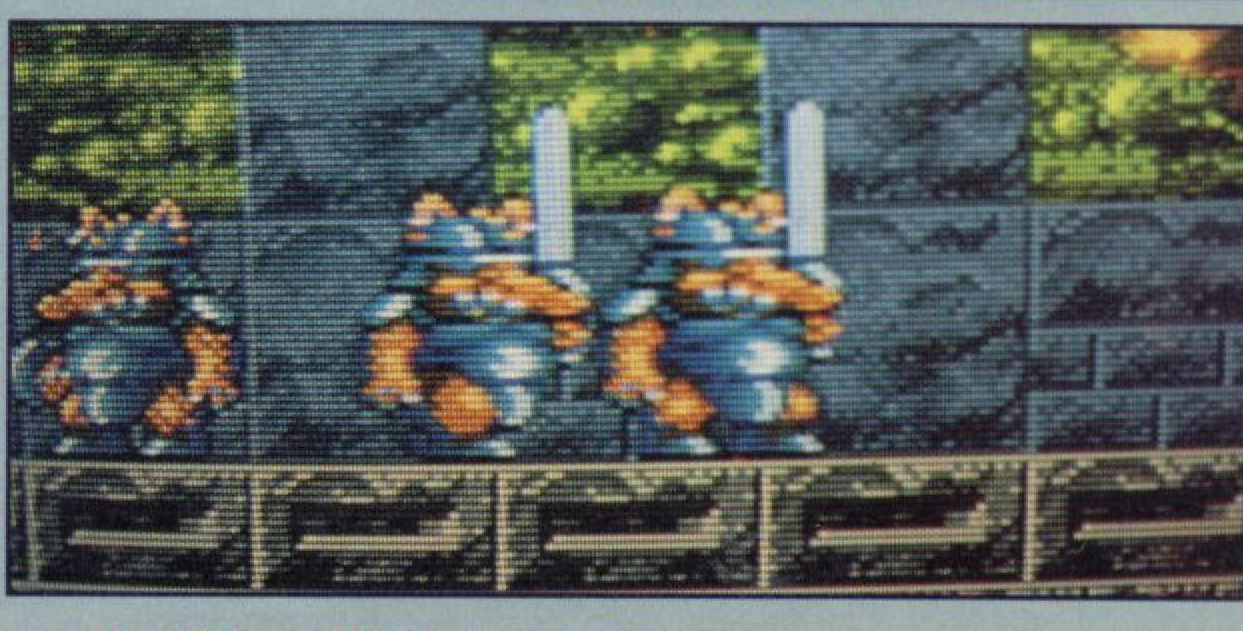

From the guys who bought you the all-time classic **Rastan Saga,** here comes the follow-up! **Rastan Saga II**? Still, it's bad.



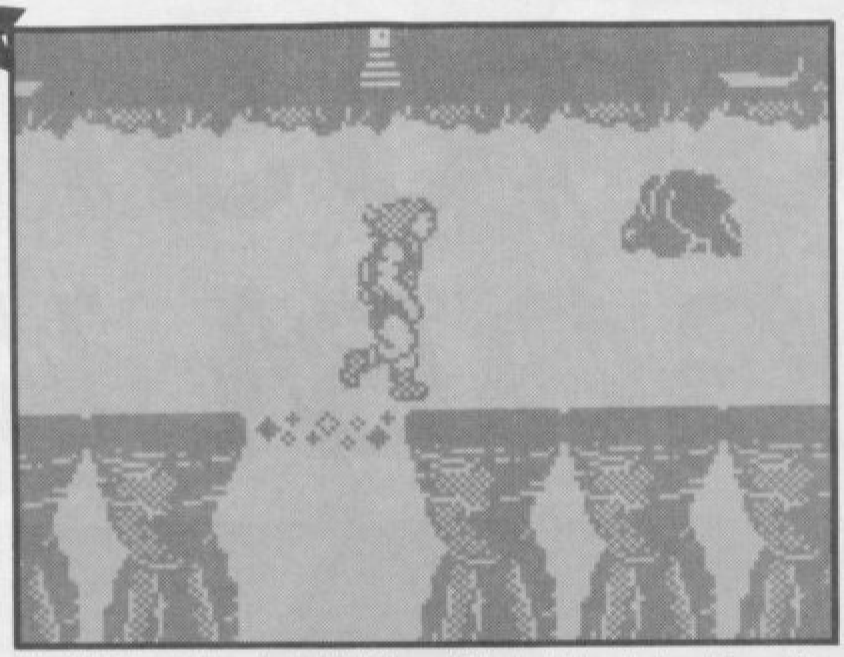
Never a **Rastan** junkie myself, even though the gameplay is similar in this one, I find myself liking it more than the original. Graphics are much improved and they make a marked difference. Bigger sprites, more colours, more spooky sound. Take me to it daddyo.

Controls, no problems. Joystick plus two buttons – jump and fire. Start off with a weedy sword, get extra tokens and it gets bigger, while more still gives you this metal claw.

Just as well those aliens are so . . . ummm . . . well . . . alienish, isn't it! They deserve to be clawed to death with nasty talons. In fact, they luv it . . . that's why they line up time after time to take the punishment. What a way to earn a living . . .



GAMES REVIEW



"I ain't afraid of no budgie!". Smack the budgies but watch out for the crumbling floors - that's no sandpaper down there!

# THUNDERCATS

Thundercats are go! And so is Elite's budget label ENCORE, which will be releasing all the greatest oldies that you missed the first time around, beacause you'd spent all your pocket money on fabbo games like Night Rider, Eastenders and the like. Well, you can stop feeling sorry for yourselves and hipety hop for joy 'cos you can now get the old masters at a fraction of their original price! We're not talking a few million quid Van Goch, Rembrandt or Constable oh no siree! We're talking 2.99 for the likes of Paperboy, Ghosts n' Goblins and Thundercats, and the pleasure of knowing that you're loading a great game onto your spectrum...or are you? We're going to review Thundercats for those of you who don't know the game. (Oh come on, there must be one of you) and for those of you who have played it and already know it we're going to remark it and see how it fares against the marks that we give to today's software.

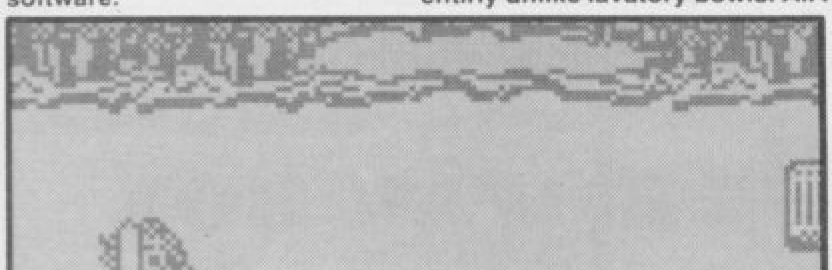
Oh no. Mum-Ra has stolen the Eye of Thundara and only you can can get it back, although to do so you must hack and slash your way through the hordes of Mum-Ra's minions.

Control is a left, right, crouch and sproing affair with the fire buitton unleashing a mighty swing of your sword which should despatch even the most determined of Mum-Ra's mugging monsters.

Along the way, there are bonuses and such to pick up which you collect by firstly smashing their containers which on the first level are found in trees and look not entirly unlike lavatory bowls. All I can say is that for somewhere as dangerous as Thundara, the birds must be the cleanest you'd ever hope to meet. Anyway, the graphics are still crisp and clean and show a good use of the machine even from all those (two) years ago. And the gameplay? It's simple, it's responsive and most of all, it completemrnts a really tricky game which relies upon your prowess (Fnarr), and timing. So if you didn't manage to catch it the first time around then why not earmark a few bob so that you have a complete collection of software. After all, you'll end up paying a budget price for a piece of software that could still compete with some of the full price games on the market now.




" By the power of Greystoke!" With no He-Man around you'll have to fight your own battles in Thundercats



Wait until one of Mum-Ra's henchmen get onto the first box then wop his head off! Be careful of the thuggy midget though!

ARCADE REVIEW

## FAX BOX

Label: Encore Author:
Price: 2.99 Memory:
48/128K Joystick: Various

| GRAPHICS | SOUND |
|---|---|
| 81 | 68 |
| 85 | 79 |
| PLAYABILITY | LAST ABILITY |

It was great value at full price so what're you waiting for!

Reviewer: Garth Sumpter

OVERALL 81

GAMES REVIEW!

# GHOSTS 'N' GOBLINS

Do you wanna see something really scarey? No, you'd rather play a coin op wouldn't you. Well look no further Mr Albert Mucus of Harrowgate, because *GHOSTS 'N' GOBLINS*, the authentic Spectrum version of the classic Capcom arcade game is now available at a silly price courtesy of Encore.

Those of you who've never heard of it must have been dead it must have been dead for the last few years.

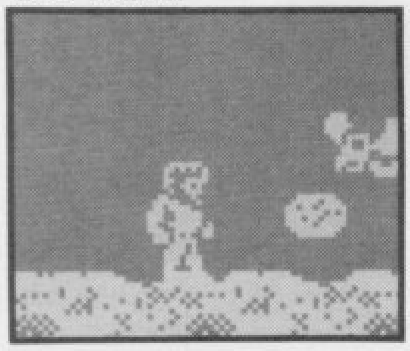
Those of you who've neve heard of it must have been dead for the last few years but for those of you who missed it first time around here's a quick rundown.

You are a faithful knight and some evil fiend with leathery wings and a nasty case of demonic possession, has run off with your girlfriend. Don't worry now; you don't think that she'd run off with him of her own free will do you? No, certainly not. Well it's up to you to strap three hundredweight of armour to your lovelorn body and go off and rescue her. (Ahh my hero).

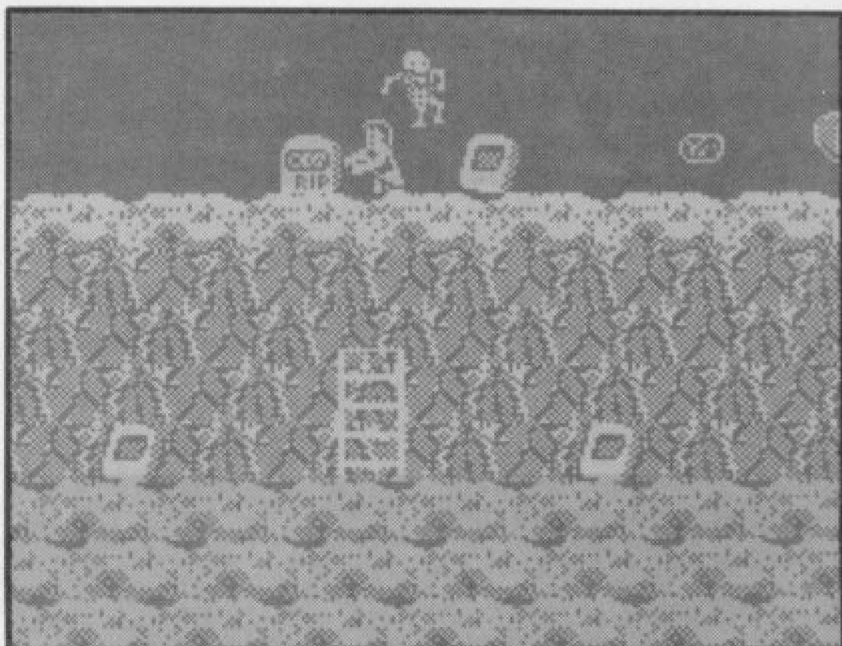


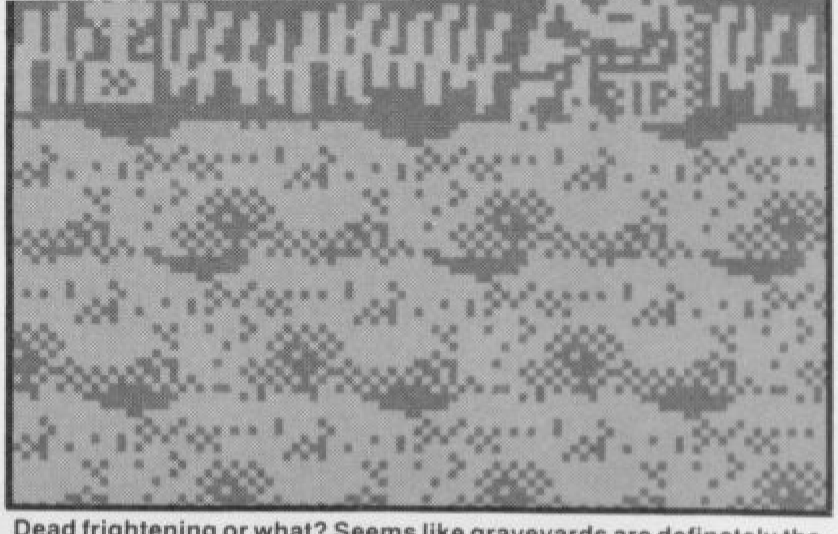
Play begins in a graveyard and everything is as quiet as a grave - but not for long. Being absolutely appalled by fleshy ones, bodies rise out from the ground with one soul (sic) purpose - to relieve you of your life. A few well thrown swords will put paid to them as you leap over gravestones on your mission of love. (Yuccckky!) You can collect gold that some monsters will leave behind once you have (re)killed them with the sometimes leaving extra weapons behind which can be swopped with the one in current use, each one having it's own particular advantages.

There are six levels, each one trickier than the last and the game progressively gets harder. The graphics are dissapointing, but after playing any arcade conversion, I feel this is usually the case. I felt a little let down that there was no Sinclair joystick option on the tape which led to me using the keys and proved to be extremely difficult. This aside, *GHOST 'N' GOBLINS* remains a classic game and this is a competent conversion, although some of the colours used make following the action a little tricky.

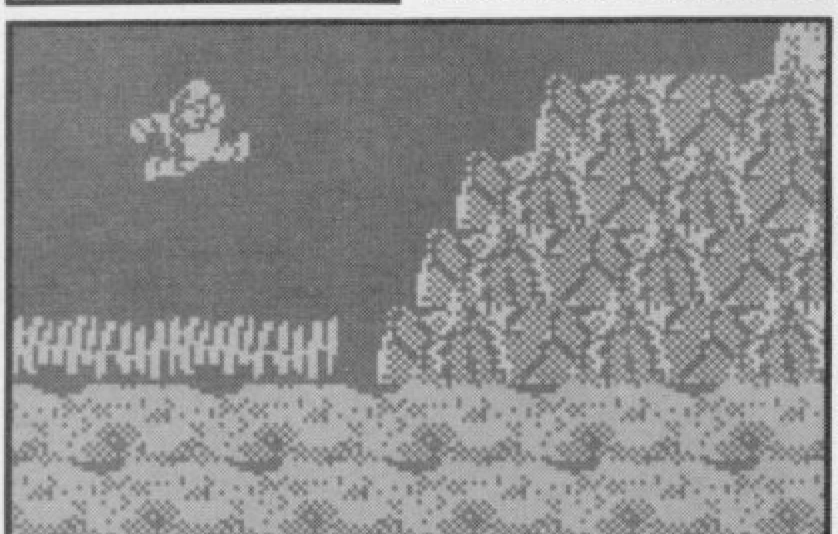


Clad only in his chain mail boxer shorts, our diminutive hero is uder attack.





Dead frightening or what? Seems like graveyards are definately the place to be seen dead in. Here's some body just off to the embalmers.



Yeeearrk! Looks like our love lorn knight's just had the living daylights scared out of him! Or is it just a knight mare?

ARCADE REVIEW

## FAX BOX

*Label: **Encore** Author: **Capcom** Price: **2.99** Memory: **48/128** Joystick: **No Sinclair option.***

| GRAPHICS | SOUND |
|---|---|
| 68 | 69 |
| 72 | 70 |
| PLAYABILITY | LAST ABILITY |

*some garish graphics let it down.*

Reviewer: Garth Sumpter

OVERALL 71

10 20 30 40 50 60 70 80 90




# TREBLE *Champions*

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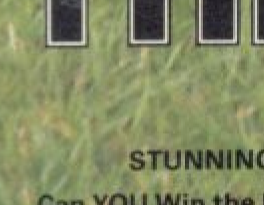
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# SU CHARTS




## CHARTS COMMENT

### BUDGET

Treasure Island Dizzy finally concedes its top slot and lets the budding race drivers have a go with Crazy Cars. Postman Pat seems to be making gradual but steady progress. Will he DELIVER (arf arf)? Will he hang A ROUND (kyak!) or will he turn out to be a SECOND CLASS PACKAGE?





# BUDGET 10



| | | | |
|---|---|---|---|
| 1 | (NEW) | CRAZY CARS<br>Hurrah - this one's finally shoved Dizzy out | HIT SQUAD £2.99 |
| 2 | (1) | TREASURE ISLAND DIZZY<br>At last, he's gone yip yip | KIXX £2.99 |
| 3 | (3) | GREEN BERET<br>No moves this month | HIT SQUAD £2.99 |
| 4 | (2) | ENDURO RACER<br>Motorbike race simulator | CODEMASTERS £2.99 |
| 5 | (9) | POSTMAN PAT<br>Up and down and all over the show | HIT SQUAD £2.99 |
| 6 | (7) | MIG 29<br>Figher simulation | ALTERNATIVE £1.99 |
| 7 | (NEW) | YIE AR KUNG FU<br>Yie ar? - are you sure? | CODEMASTERS £2.99 |
| 8 | (6) | DALEY THOMPSON<br>Down he goes - seeya later Daley | HIT SQUAD £2.99 |
| 9 | (4) | MONTE CARLO CASINO<br>Average gambling game | HIT SQUAD £2.99 |
| 10 | (RE) | JACK THE NIPPER<br>'Cute'Jack causes mischief. High novelty value. | CODEMASTERS £2.99 |

### FULL PRICE

The mighty Robocop finally turns in his top slot badge and lets Indiana Jones take over. Batman storms into the chart ant No.4. Put money on it making No.1 for the next issue. Double Dragon leaps seven places. How long has this one been around? Forever.

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BY GALLUP

# FULL PRICE 20



| | | | |
|---|---|---|---|
| 1 | (NEW) | **THE LAST CRUSADE**<br>Dat da da da dat da da - Indy rushes in from nowhere | US GOLD £ 8.95 |
| 2 | (1) | **ROBOCOP**<br>Not even mighty Robocop can keep that Indy chap out | OCEAN £ 8.95 |
| 3 | (2) | **CRAZY CARS 2**<br>Any thoughts of No1 positions crushed by Indy | TITUS £ 8.95 |
| 4 | (NEW) | **BATMAN**<br>Go with a smile with this one | OCEAN £ 8.95 |
| 5 | (3) | **K.DALGLISH SOCCER**<br>Dropping further to prove you've gone right off footy | COGNITO £ 9.95 |
| 6 | (13) | **DOUBLE DRAGON**<br>still for a while but now making a comeback | MEL. HOUSE £ 9.99 |
| 7 | (4) | **DRAGON NINJA**<br>A grand beat 'em-up | OCEAN £ 8.95 |
| 8 | (NEW) | **NEW ZEALAND STORY**<br>Cutesy runny jumpy save the birdy game CLASSIC | OCEAN £ 8.99 |
| 9 | (5) | **RUN THE GAUNTLET**<br>Multi-part action TV licence | OCEAN £ 8.99 |
| 10 | (NEW) | **LICENCE TO KILL**<br>Average Bondy game | DOMARK £ 9.99 |
| 11 | (17) | **OPERATION WOLF**<br>Sneaking up again - you just can't keep him down | OCEAN £ 8.95 |
| 12 | (7) | **RED HEAT**<br>Arnie won't be happy about this drop | OCEAN £ 8.99 |
| 13 | (9) | **EMLYN HUGHES SOCCER**<br>Eee I knew it, I knew it wouldn't last CLASSIC | AUDIOGENIC £ 9.99 |
| 14 | (6) | **FORGOTTEN WORLDS**<br>Slowly falling towards the end of the chart | US GOLD £ 8.99 |
| 15 | (8) | **SILKWORM**<br>Smashing arcade tank n' helicopter game CLASSIC | VIRGIN £ 9.99 |
| 16 | (10) | **RUNNING MAN**<br>Goodbye Arnie | GRANDSLAM £ 8.99 |
| 17 | (RE) | **CARRIER COMMAND**<br>Heavy weight strategy with fab graphics | RAINBIRD £ 9.99 |
| 18 | (RE) | **FOOTBALL MANAGER 2**<br>Still hanging in there | ADDICTIVE £ 9.99 |
| 19 | (14) | **IN CROWD**<br>Compilation of arcade winners | OCEAN £14.95 |
| 20 | (18) | **ARCADE MUSCLE**<br>Compilation of muscley arcade winners | US GOLD £12.99 |

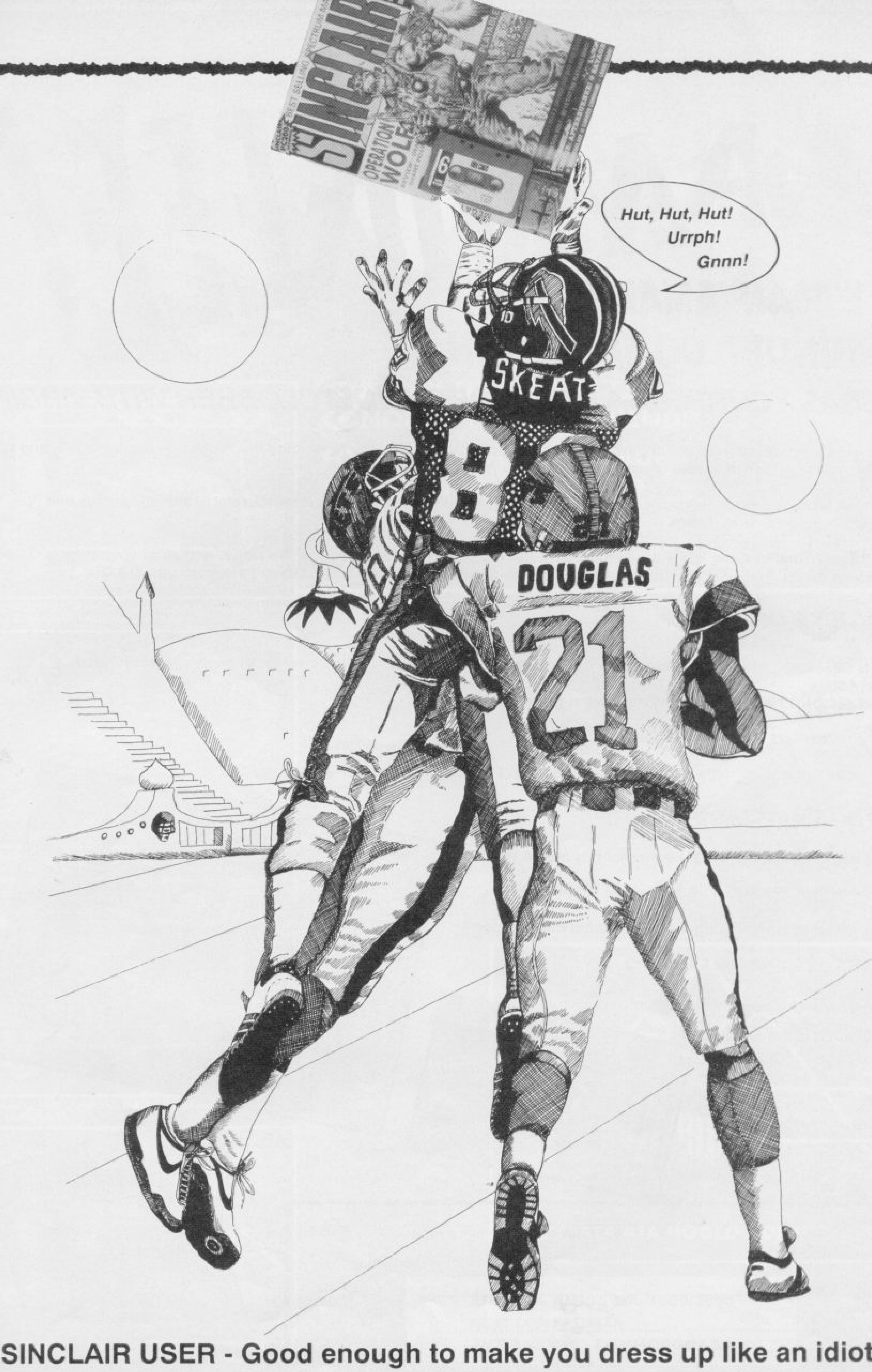


SIMULATION

| | | |
|---|---|---|
| 1 | K. Dalglish Soccer | COGNITO |
| 2 | Emlyn Hughes Soccer | AUDIOGENIC |
| 3 | Carrier Command | RAINBIRD |
| 4 | Football Manager 2 | ADDICTIVE |
| 5 | Mig 29 | CODEMASTERS |

ARCADE

| | | |
|---|---|---|
| 1 | THE LAST CRUSADE 2 | US GOLD |
| 2 | ROBOCOP 3 | OCEAN |
| 3 | CRAZY CARS 2 | TITUS |
| 4 | BATMAN | OCEAN |
| 5 | | TITUS |




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# AAAAIIEEEE!

## IT'S AN AMAZING SHINOBI COMPETITION

### *GRAB YOURSELF A BATCH OF SHINOBI CLOBBER WITH VIRGIN*

You've already seen the review of *Shinobi* on page 35 - unless you're reading the magazine backwards - and so you're understandably dead keen to get your hands on a copy.

Well, look no further, because, as luck would have it, we've got an entire warehouseful of Shinobi games and goodies to give away, thanks to Ronnie Blag our "delivery" man.

All you have to do to win is answer the ultra-easy questions at the bottom of the page, and send your entry to "I'll be having one of those Shinobi things, please," Sinclair User, 14 Holkham Road, Orton, Peterborough, P62 OUF.

## *What's on Offer:*

TEN FIRST PRIZE WINNERS will receive a copy of Shinobi, a lovely Poster and a rather exclusive Shinobi T-Shirt.

TEN SECOND PRIZE WINNERS will receive a game and Poster

TEN THIRD PRIZE WINNERS will receive a poster.



All merchandise is of the highest quality, and don't tell anyone where you got it, alright?

## *The Questions:*

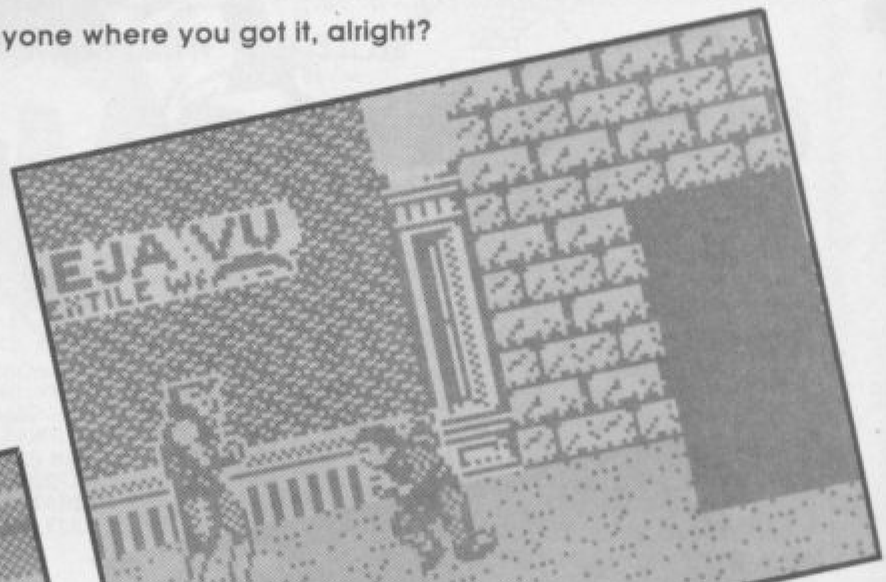
1) Which of the following is a martial arts movie star?

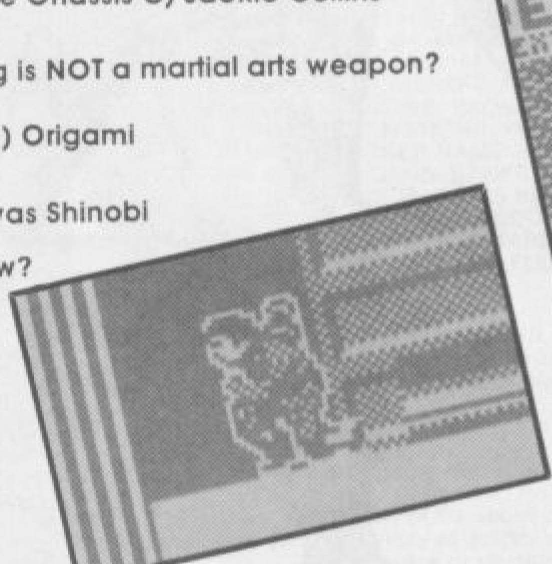
A) Jackie Chan B) Jackie Onassis C) Jackie Collins

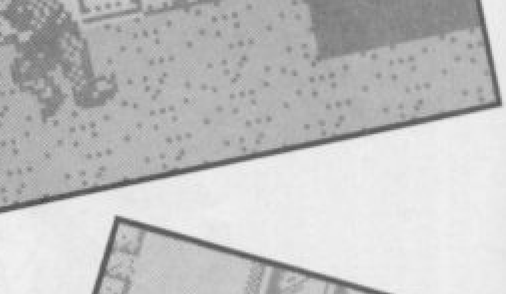
2) Which of the following is NOT a martial arts weapon?

A) Shiruken B) Chucks C) Origami

3) How many percent was Shinobi awarded in the SU review?





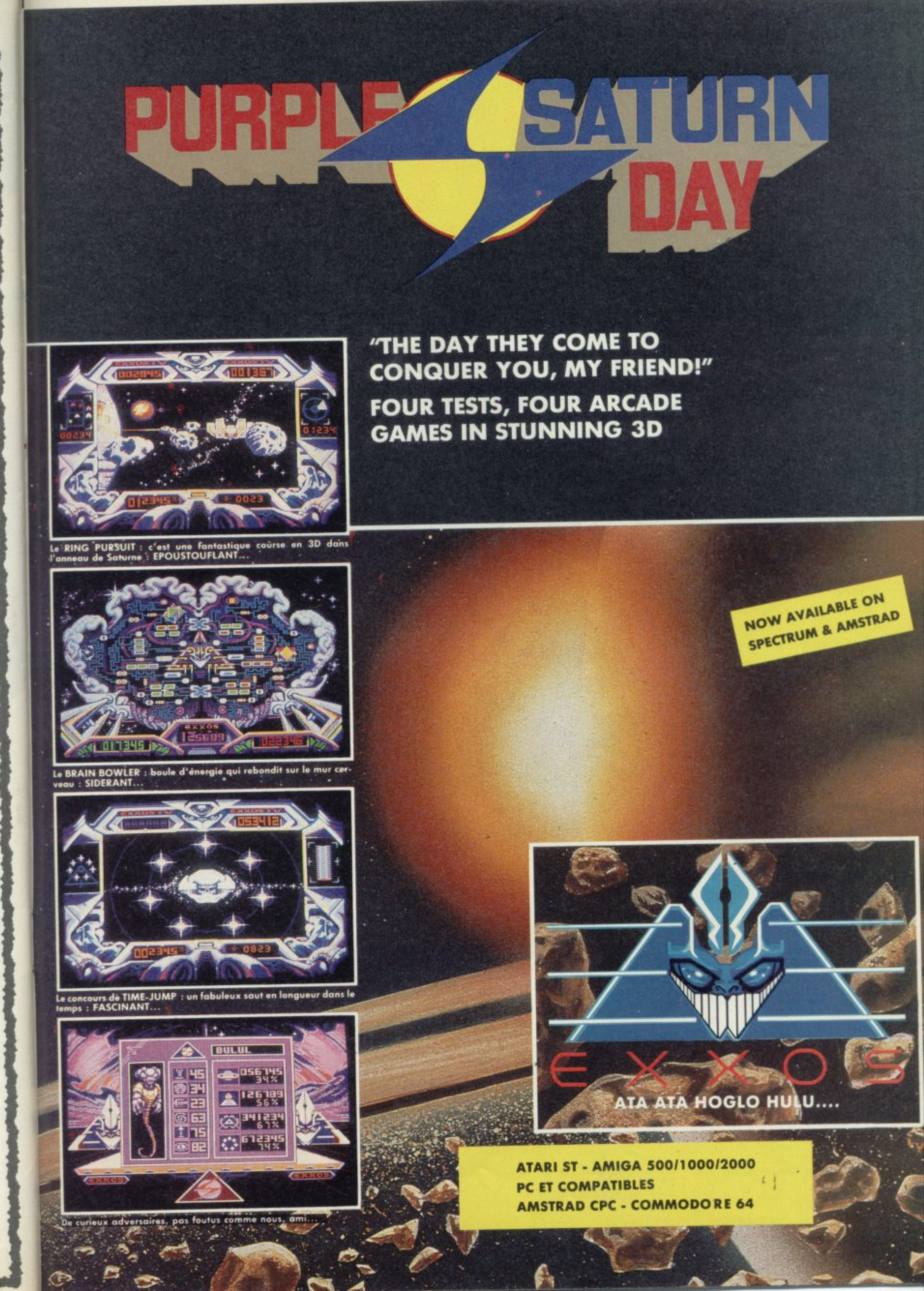
Name:..................................................

Address:..................................................

1) ..................................................

2) ..................................................

3) ..................................................


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# IT'S A MNSTER!

## WIN A FANTASTIC MODEL DINOSAUR IN SYSTEM 3'S TUSKER COMPO!



Lawks! What the flip is going on here, mateys? We've got a pretty good idea, but we just can't put it into words.

The lads at System 3, bless 'em, have been beavering away on Tusker (see review, page 26) and now that it's finished, they're so proud if it that they want to offer you the chance to have a copy - for nothing.

But, that's not all they're offering. Oh no. We've managed to get hod of a couple of rather tasty model dinosaurs.

No weeny kits these. They're huge! And if you're one of the lucky winners, you could have one of these fabbo Tyrannosaurus Rex models fer yerself.

Tusker, as I'm sure you all know is a fantasy exploration romp through the darkets jungles and most deadly chasms known to man. What started off as an innocent search for the Elephant's Graveyard rapidly turns into a right old mess.

As you can see from the picture System 3 sent us, the poor old explorer, let's call him Ronnie for the moment, is having a simply dreadful time at the hands of all the foes that you meet during the game.

All we want you to do is put a caption to the picture. Ronnie could be saying it, the natives could be saying it, the Pterodactyl could be saying it.

Send your coupon ON A POSTCARD - NOT IN AN ENVELOPE! to; "Explorer Gags", Sinclair User, Priory Ct, 30-32 Farringdon Lane, London EC1R 3AU.

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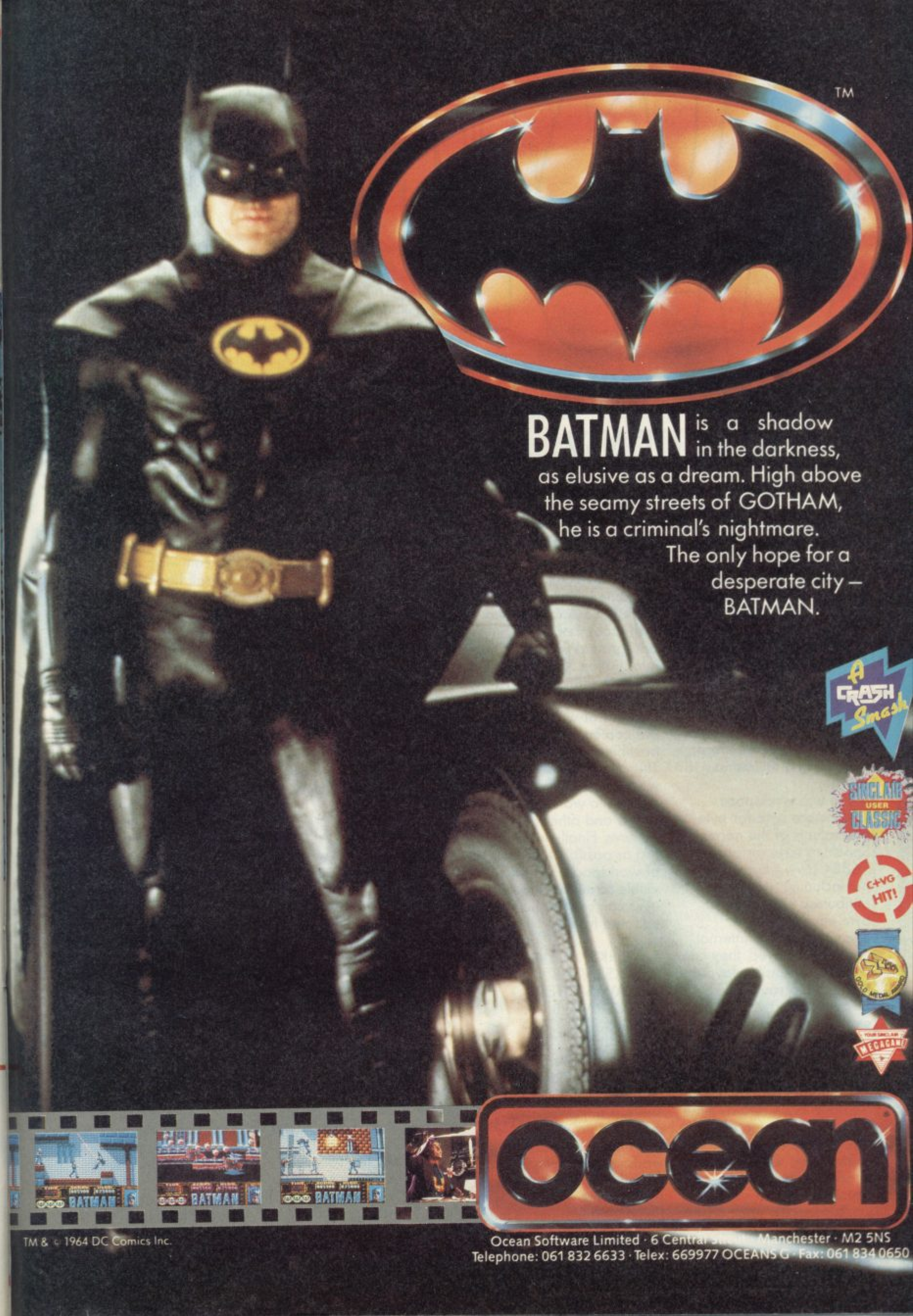
Name:..........................................

Address:..........................................

Mycaption: ..........................................

## Rules:

No employees of EMAP or System 3 are allowed to enter the competition. All entries must reach us by November 30th. The Editor's decision is absolute and final. No correspondence will be entered into.



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# HOW TH

# . . . DO WE DESIGN A SPRITE ROUTINE?

Last month we discussed sprite routines and the associated problems such as flicker and shear. One solution to the problems came in the form of a routine designed around two 'workspace' screens which were used in preparing our updated frame before updating the main screen. This system has been used in many games for the Spectrum in one form or another. Let us just review the system before examining a full demo routine.

The two workspace screens are byte for byte equivalents of the normal Spectrum screen stored at 16334 (6144 bytes long not including the colour attributes). I say byte for byte equivalents but because they are internal and not displayed, they can be a more sensible layout. In the demo routine following, the two workscreens are arranged as 192 lines each of 32 bytes per line. In order to step down 1 pixel row on the normal Spectrum screen we have to do a fairly slow calculation. To step down 1 pixel row in our workscreens we only have to add 32 to our pointed – anywhere on the workscreen. To summarise then, the two workspace screens are just temporary stores for the sprite routine.

### WORKSPACE SCREEN OPERATION

At game initialisation, workspace A is initialised with a copy of the background picture information. Workspace B is ignored at this stage. At the start of each game loop, the contents of workspace A are copied as quickly as possible to workspace B. This effectively erases workspace B. Now we draw in to workspace B our sprites and other dynamic features. Finally we copy as fast as possible the contents of workspace B to the visible screen where our eyes can see the newly updated frame.

1 WORKSPACE A – WORKSPACE B
2 DRAW SPRITES TO WORKSPACE B
3 WORKSPACE B – SCREEN!

The system is very easy to use and very simple. The negative points are that a) There is a time penalty with moving data and b) We need more memory for the workscreens which is wasteful. Speed is always a problem but the memory being wasted is not so much of a problem with 128K available. On the plus side, we can do some clever tricks quite easily with this system such as scrolling the background. The demo program does just this. Type in the machine code program with your assembler (what do you mean you haven't got one yet!) and assemble it to the ORG address supplied ie 45056 (0B000H). Save the assembled code with a SAVE "M-CODE" 45056,3287. To run the code type in RANDOMIZE USR 45056 from BASIC and just watch. To return to BASIC you press Shift+ Space or Break.

### ROUTINE OPERATION

On entry to the routine, the sub-routine INIT_DIR sets the direction flags for each of the 12 sprites into random directions. Bit 7 of the flag bytes controls the Up/Down direction while Bit 0 controls the Left/Right direction. The next routine – MOVE_SCRN – copies the Spectrum screen to workspace A. For this reason, do not run the routine following a CLS – or you will not see the sprites running over a background. Preferably do a LIST of some BASIC text before running the routine. At the label LOOP, we call the BREAK key test routine in the ROM. This returns No Carry if it is being pressed. If it is, then the program will return to BASIC.

Next comes the copying of workscreen A to workscreen B coupled with the scrolling of the background. For this demo, I am doing the scroll in a slight cheat – I am copying the data from workscreen A from a varying base address each loop – see if you can work it out for yourself how it scrolls! We now call the routines MOVE_SPR and DRAW_SPR which jointly update the new sprite positions (random of course) and draw them into workscreen B. Finally the contents of workscreen B are copied to the Spectrum screen at MOVE_WKSP.

With the program are a few points of interest. I have often received letters from people asking 'how do you get several sprites on the screen all at the same time?' In a routine as simple as this, the principle is still the same as a larger complicated game. We have a set of variables for each sprite (in this case 3 bytes per sprite) and we execute the same routine 'n' times with different variables each time. The sub-routine in this case is MOVE_SPR. It uses IX as a variable pointed and the 'B' register as a counter. There is no mystery as to how we have one sprite or in this case a dozen of them. In a typical game the sprites may have 40 bytes of variables with various parameters but as I state above, the principle is the same.

# E HELL

**DEMONSTRATION PROGRAM**

**SPRITE OUTPUT SYSTEM USING 2 WORKSPACE SCREENS – WKSPA AND WKSPB. SEE TEXT FOR OPERATIONAL DETAILS**

```
           ORG 45056            ;ASSEMBLY ADDRESS
           ;
SPNOS      EQU 9                ;NUMBER OF SPRITES
WKSPA      EQU 32768            ;WORKSPACE ADDRESS
WKSPB      EQU WKSPA+6144  ;
           ;
           JR ENTRY             ;JUMP PAST VARIABLES TO START
           ;

COUNT:     DEFB 0               ;USED FOR SCROLLING BACKGROUND

SEED:      DEFB 11              ;RANDOM NUMBER SEED

XYPOS:     DEFB 0,0,0,16,0,0,32,0,0    ;12 SPRITE POSITION
           DEFB 48,0,0,64,0,0,80,0,0    ;VARIABLES AND DIRECTION
           DEFB 96,0,0,112,0,0,128,0,0    ;FLAGS
           DEFB 144,0,0,160,0,0,176,0,0
           ;

ENTRY:     CALL INIT_DIR        ;INITIALISE SPRITE DIRECTIONS
           CALL MOVE_SCRN  ;TRANSFER THE PICTURE TO WKSPA

LOOP:      CALL 1F54H           ;TEST THE BREAK KEY
           RET NC               ;AND RETURN TO BASIC IF PRESSED
           CALL TRAN_WKSP  ;TRANSFER WKSPA TO WKSPB
           CALL MOVE_SPR   ;DO SPRITE MOVEMENT CALCULATIONS
           CALL DRAW_SPR   ;DRAW SPRITES INTO WKSPB
           CALL MOVE_WKSP  ;NOW MOVE WKSPB TO VISIBLE SCREEN
           LD HL, COUNT         ;INCREMENT LOOP COUNTER
           INC (HL)             ;
           JR LOOP              ;NOW LOOP BACK AND CONTINUE
INIT_DIR:
           LD DE,XYPOS+2        ;IX+2 IS THE DIRECTION FLAG
           LD B,SPNOS           ;B=NUMBER OF SPRITES TO DO

IN10:      CALL RANDOM          ;GET A RANDOM NUMBER
           LD (DE),A            ;AND STORE IN IX+2
           INC DE               ;INCREMENT DE 3 TIMES TO POINT TO
           INC DE               ;THE NEXT FLAG
           INC DE               ;BIT 0,0 – DEC X BIT 7,0 – DEC Y
           DJNZ IN10            1 – INC X 1 – INC Y
           RET                  ;
RANDOM:
           LD HL, SEED          ;GET PRESENT SEEN VALUE
           LD A,(HL)            ;MULTIPLY BY 16 AND LOSE TOP 4 BITS
           ADD A,A              ;
           ADD A,A              ;
           ADD A,A              ;
           ADD A,A              ;
```

```
           ADD A,(HL)           ;ADD IN ORIGINAL IE. SEED * 17
           ADD A,41             ;ADD IN A PRIME NUMBER
           LD (HL),A            ;AND SAVE NEW SEED FOR USE AGAIN
           RET                  ;RETURN

MOVE_SCRN:
           LD HL,4000H          ;TRANSFER INITIAL SCREEN TO WKSPA
           LD DE,WKSPA          ;
           LD BC,193            ;192 LINES ON SCREEN

MS10:      PUSH HL              ;SAVE POINTERS
           PUSH BC              ;
           LD C,32              ;MAKE BE=32 BYTES (PER LINE)
           LDIR                 ;MOVE THE BYTES
           POP BC               ;RESTORE POINTERS
           POP HL               ;
           CALL SD_SCRN         ;STEP DOWN 1 SCREEN LINE
           DEC C                ;DEC COUNTER AND LOOP SACK IF NOT
           JR NZ,MS10           ;ZERO
           RET

TRAN_WKSP
           LD A,(COUNT)         ;TO SCROLL THE BACKGROUND WE JUST
           AND 1FH              ;MOVE THE POINTER TO WKSPA BY USING
           LD L,A               ;THE VALUE IN 'COUNTER' AS THE LOW
           LD A,WKSPA/256       ;BYTE AND 'H' IS THE WKSPA HIGH
           LD H'A               ;BYTE VALUE
           LD DE,WKSPB          ;DE IS DESTINATION
           LD BC,6144           ;BC=NUMBER OF BYTES TO MOVE
           LDIR                 ;MOVE THEM
           RET

MOVE_SPR:
           LD, IX, XYPOS        ;USE IX FOR INDEXING
           LD B,SPNOS           ;B=NUMBER OF SPRITES

MP10:      LD HL,COUNT          ;THESE FEW INSTRUCTIONS CONSTRUCT
           LD A,(IX+2)          ;A NEW RANDOM DIRECTION
           LD C,A               ;FOR EACH SPRITE
           XOR (HL)             ;BY USING THE RANDOM NUMBER
           BIT 6,A              ;ROUTINE IN CONJUNCTION WITH
           JR Z,MP15            ;THIS XOR INSTRUCTION
           CALL RANDOM          ;
           LD (IX+2),A          ;
           LD C,A               ;IX+2 NOW EQUALS THE NEW FLAG
```

# HOW THE HELL

```
MP15:     LD L,(IX+0)     ;MAKE HL=OLD CO-ORDINATES
          LD H,(IX+1)     ;OF SPRITE
          LD A,C          ;C=DIRECTION FLAG
          AND 1           ;MAKE NEW X EITHER X+1 OR X-1
          DEC A           ;
          OR 1            ;
          ADD A,L         ;ADD VALUE TO OLD X CO-ORDINATE
          CP 0FFH         ;CHECK FOR SCREEN EDGES
          JR Z,MP20       ;
          CP 240          ;
          JR NC,MP20      ;
          LD (IX+0),A     ;IF NEW POSITION OK THEN STORE IT

MP20:     LD A,C          ;NOW DO THE SAME CHECK ETC
          RLCA            ;ON THE Y CO-ORDINATE
          AND 1           ;
          DEC A           ;
          OR 1            ;
          ADD A,H         ;
          CP 0FFH         ;
          JR Z,MP30       ;
          CP176           ;
          JR NC,MP30      ;
          LD (IX+1),A     ;STORE NEW Y CO-ORDINATE IF OK

MP30:     INC IX          ;MOVE IX ONTO THE NEXT SPRITE
          INC IX          ;
          INC IX          ;(3 BYTES PER SPRITE)
          DJNZ MP10       ;LOOP BACK TO DO OTHERS
          RET             ;

DRAW_DPR:
          LD IX,XYPOS     ;USE IX AS INDEX POINTER AGAIN
          LD C,SPNOS      ;C=NUMBER OF SPRITES

DR10:     LD L,(IX+1)     ;CALCULATE THE WKSPB ADDRESS
          LD H,0          ;FROM THE X AND Y CO-ORDINATES
          ADD HL,HL       ;IE. Y*32+X+WKSPB
          ADD HL,HL       ;
          ADD HL,HL       ;
          ADD HL,HL       ;
          ADD HL,HL       ;HL=Y*32
          LD A,(IX+0)     ;
          LD B,A          ;SAVE X TEMPORARILY IN B
          SERL A          ;CHARACTER X POSITION = X/S
          SRL A           ;
                SRL       ;
          OR L            ;HL+X
          LD L,A          ;
          LD DE,WKSPB     ;
          ADD HL,DE       ;HL+X+WKSPB
          LD A,B          ;WORK OUT THE PIXEL POSITION
          AND 7           ;OF THE SPRITE 'BLOB'
          INC A           ;
          LD B,A          ;B=1 TO 8
          LD DE,0FF00H    ;DE IS THE SPRITE VALUE

DR20:     SRL D           ;SHIFT IT INTO THE CORRECT
          RR E            ;POSITION (PIXEL X POSITION)
          DJNZ            ;
          LD B,8          ;B=8 LINES DEEP PER SPRITE

DR30:     LD A,D          ;COPY BYTES TO SCREEN
          OR (HL)         ;WITH 'OR' LOGIC
          LD (HL),A       ;
          INC HL          ;
          LD A,E          ;
          OR (HL)         ;
          LD (HL),A       ;
          LD A,31         ;TO STEP DOWN 1 PIXEL LINE IN
          ADD A,L         ;WKSPB WE ADD 31 TO THE POINTER
          LD L,A          ;(A MORE LOGICAL SCREEN LAYOUT!)
          ADC A,H         ;
          SUB L           ;
          LD H,A          ;
          DJNZ DR30       ;LOOP BACK FOR 8 ROWS
          INC IX          ;MOVE IX ONTO THE NEXT SPRITE
          INC IX          ;
          INC IX          ;
          DEC C           ;
          JR NZ,DR10      ;LOOP BACK UNTIL FINISHED
          RET

MOVE_WKSP
          LD HL,WKSPB     ;THIS ROUTINE MOVES WKSPB TO THE
          LD DE,4000H     ;VISIBLE SCREEN AFTER THE SPRITES
          LD BC,192-8     ;HAVE BEEN DRAWN IN TO IT

MV10:     PUSH DE         ;SAVE POINTERS
          PUSH BC         ;
          LD C,32         ;MOVE 32 BYTES PER LINE
          LDIR            ;MOVE THEM
          POP BC          ;RESTORE POINTERS
          POP DE          ;
          EX DE,HL        ;SWAP POINTERS TO STEP HL DOWN
          CALL SD_SCRN    ;1 SCREEN LINE
          EX DE,HL        ;RESTORE POINTERS
          DEC C           ;DECREMENT COUNTER
          JR NZ,MV10
          RET

SD_SCRN:
          INC H           ;THIS ROUTINE WILL STEP DOWN HL
          LD A,H          ;1 PIXEL ROW ON A STANDARD
          AND 7           ;SPECTRUM FORMAT SCREEN
          RET NZ
          LD A,L
          ADD A,32
          LD L,A
          RET C
          LD A,H
          SUB 8
          LD H,A
          RET
```

Keep the questions coming in and for now Happy Computing!

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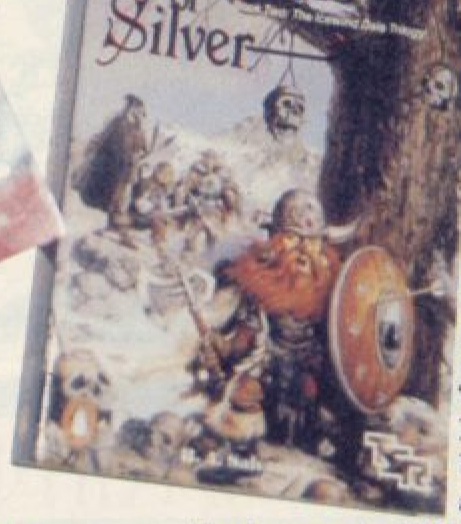
29A Bell Street, Reigate, Surrey, RH2 7AD

# Pick of the Paperbacks




We sent lovely Chris out to pick the best new paperbacks, and since he's a confirmed space cadet he came back with a load of science fiction!




* *Mona Lisa Over drive* - William Gibson - Grafton - 3.50 The third and last in Gibson's cyberspace sequence, MLD once again explores the future world of megacorporations - "zaibatsus" - dominating the world through the use of computers interfaced directly to the user's brain. gripping stuff! * *The Augmented Agent* - Jack Vance - NEL - 3.50 Hugo and nebula award-winner Vance has been chugging away since 1950 when he invented a new form of fantasy in The Dying Earth.

The Augmented Agent is a collection of short stories ranging across time and space - from the convoluted politics of the world of Fenn to the planet of the Plags. * *Streams of Silver* - R A Salvatore - Penguin - £3.99 Second in the Icewind Dale trilogy, set in the TSR fantasy role playing world of the Forgotten Realms. Classic Tolkeinesque fantasy as Bruenor the dwarf, Wulfgar the barbarian, Regis the halfling and Drizzt the dark elf fight their way to Mithril Hall.



# PACKETS OF POCKET FUN




Amaze your friends! Impress your teachers! Make everyone sick of your cleverness! And break the ice at parties!

These two pocket-sized marvels, The Do-it-your- self Genius Kit and Wot's So Funny, are new from Puffin, and each pack crams hundreds of useless facts and awful jokes into four bite-size mini-books. Example, from Stupendously Incredibly Amazing Facts; Snails can sleep for three years without wak ing up (But Tim can do that - JD).

If goldfish are left in the dark for a long time they turn white! Potato crisps were invented by an Indian called George Crum! (Are you sure? - AS).

And from Help Help Jokes; Why does a stork stand on one leg? Because it would fall over if it lifted the other one! What do you get if you cross a football team with an ice-cream? Aston Vanilla! And it gets worse...!

Available from shops where they sell books (They're called bookshops - Brainy JD) at £2.99 each. You can win them by answering this simple question; Why did the chicken cross the road? A) Simply awful. B) No, she went of her own free will. C) To get to the other side.

Send your answer on a postcard with your name and address to Wot a Stinker, Sinclair User, EMAP Publishing, Priory Court, 30-32 Farringdon Lane, London EC1 3AU, to arrive by November 18th. First out of the sock gets the goodies.

## Pencil Frenzy!

Surely you're not still using that chewed 2HB and shattered BIC? Aren't they laughing at you in school? Get hip - you don't have to make do with square stationery any more!

WH Smiths have an exciting range of pencils ranging from 35p to 50p - you can get a pink one with silver spots, a Winnie the Pooh one (for Wayne Smedleys only), a musical one covered in notes, one covered in national flags from around the world, a psychedelic gold-and-orange one, even ones featuring cartoon characters like the Real Ghostbusters and Count Duckula.




For snazzy penmanship check out the Neon Cartridge Pen - looks like a cartridge pen, writes like a cartridge pen, but uses brightly-coloured fluorescent ink in yellow, green or pink! Pen £2.99, 16 ink cartridges for 99p.

Don't worry about where you're going to stick it all for 99p you can get a PVC Ghostbusters pencil bag, or for Mr Snobby there's the Helix Computer Pencil Box, featuring a realistic keyboard with built-in rubber and 128K pencil sharpener - but it doesn't really compute, kids, as you'd expect for £2.25!

'Cos we're so generous we're going to practically give away all these goodies; first prize winner gets the Computer Box and Neon Pen, runner-up gets the pencils and Ghostbusters bag.

Just answer this simple question; Who invented the Biro? Was it A) Doris Bic B) Laszlo Biro C) Eric Ballpoint.

Send your entry with your name and address on a postcard to The Pen Might be Mightier than the Sword, But I Wouldn't Want to Fight a Samurai with a Ballpoint, Sinclair User, EMAP Publishing, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU, to arrive before November 18th. First two right answers out of the hat get the splosh.

## Vids for the Kids!

Yowza! Exciting times in the world of music video as Virgin Vision launches *Videola* - a series of specially-shot arty videos featuring the work of the hottest video jocks! The first batch includes ATTACK, featuring music by Tim "Bomb the Bass" Simenon, coupled with images of skateboarding shot in surrealistic style by Stacy Peralta.

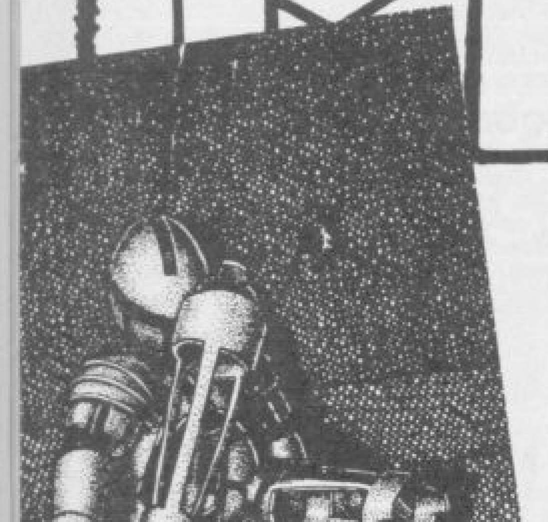
MONDO VIDEO by Godley and Creme is shot in tres arty black-and-white in the style made famous by their "Cry" video, and EUROTECHNO by Stakker features hypnotic visuals and searing acid music by Humanoid.

VIDEOLAS cost 9.99 each and run for about 20 minutes - the idea is that you can watch them over and over again, because they're works of art rather than just music promos. Will it catch on? Meanwhile, from the depths of Virgin's vaults comes John Foxx - remember him, all synthy sounds, cheekbones and Gary Numan-style arty posing? Now his greatest video hits - Underpass, Miles Away, No-One's Driving and loads more, are collected together on Virgin's vid - and it's only £9.99 too! Lots of concrete and neon, moody glances and meaningful lyrics - it's fab! (Back to the nursing home Mr O.A.P. - AS). All available from WH Smith's and other good vid shops.




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# PRECIN



Ho Hum, Christmas is soon upon us and we all know what that means, don't we? The unthinkable boredom of millions of relatives that you don't see from one end of the year to the next, visiting, sitting down in front of the telly and telling you how much you've grown, asking how you are getting on at school, while you yourself are on pain of death to behave.

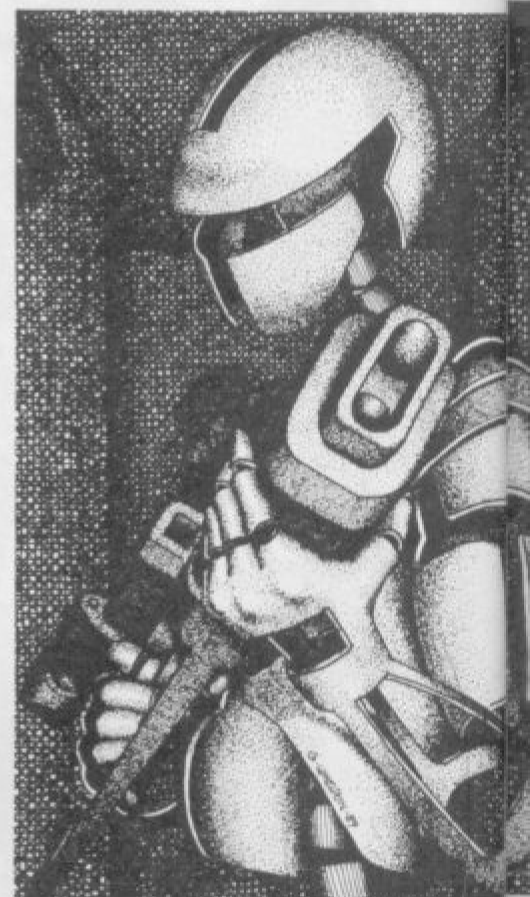
God! Why do they do it?

And when that bit's over, you find yourself virtually a prisoner in your own house, unable to make meaningful communication with any other companions you are faced with a terrible decision.

Do your best potato impression, or try and get the family round a table to play a game. Now here we have another problem. Having got your mum away from the American Wrestling on Satellite TV and your Dad from the pub, not to mention assorted siblings from sundry festive activities, you have to decide what to play. *Monopoly?* Groan.

This is one game that everyone is prepared to play, but can never agree on how to do it. *Diplomacy?* Too intellectual and if played effectively can lead to severe family strife. *Snap?* Leave it out! What to do then? There are a couple of games out there that are worthy of consideration - either by buying them yourself or getting them for another member of the family for Christmas - the latter being a paricularly sneaky trick that I use extensively.

In case you've not ever played any of the trivia games, any one of these is likely to interest most members of the family and provide a good laff into the bargain. If you have the original game, a *Trivial Pursuit* add-on kit is worth the extra investment, despite the highish price of about £20. Two others that are proven fun generators are *Pictionary* and *Balderdash*.



In the former, you play in teams, where each takes turns to look at a hidden word and then has to try to draw it, whatever it is, either a thing, action or concept, such that your team will be able to name it! *Balderdash* is just as good - you are all given an obscure word and have to secretly write down a meaning for it.

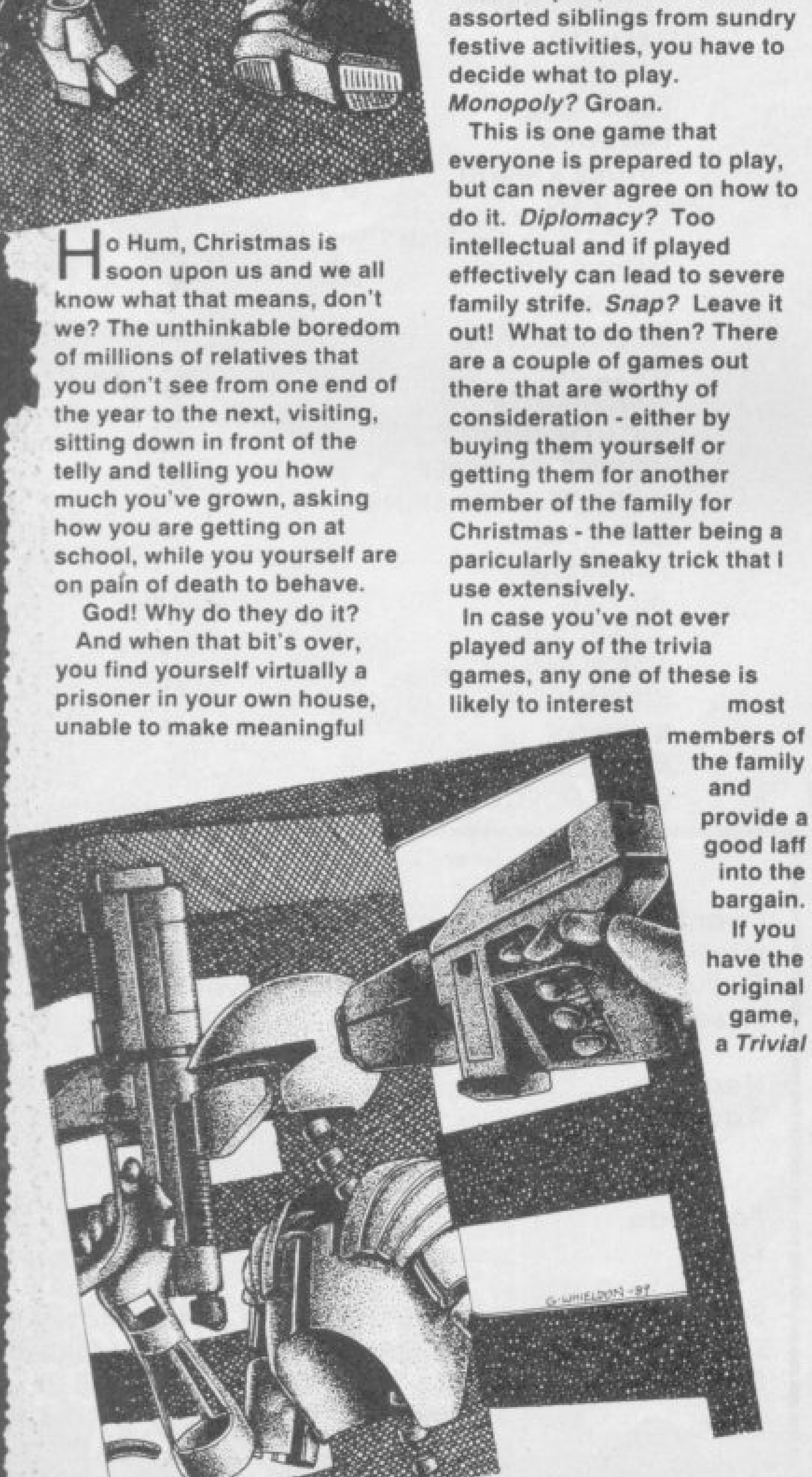
These are all collected up and read out - usually to considerable mirth.

Now you all have to guess which is the correct definition (as the persion who read out the card writes down the real meaning). You get points for guessing the right one and points for each time someone guesses your definition as the real one.

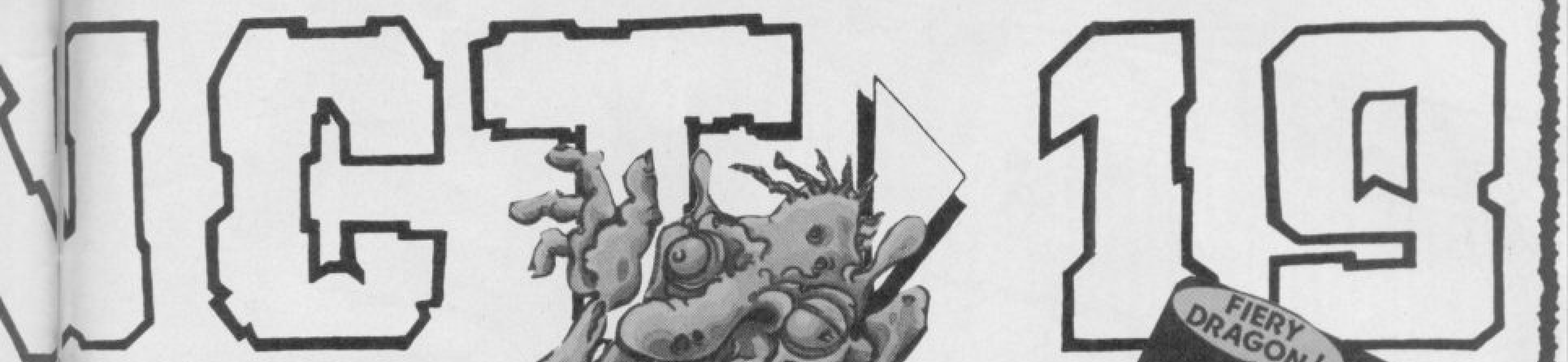
Given a number of people with a smidgette of imagination, much laughter is guaranteed. So much for traditional games, but trying to get the family to play fantasy games?

That's a bit more difficult, but Games Workshop have made it a bit easier with the release of some very simple, attractive, games - with the age group of 5-10 in mind. That means the average parent should be able to work their heads around most of the concepts therein! Of the four that GW have released, there are probably tow that you could get other sentient beings interested in, Trolls in the Pantry you are trying to get complementary pairs of food cards - things like Mud and Moths. Coal and Mice. You get the picture. Thing is, when you turn up a Troll card, you all have to grab for a Troll piece, previously placed in the centre of the board.

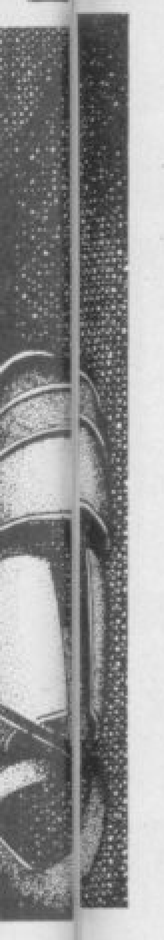
And there's always one less Troll Piece than there are players, Makes for a bit of a bundle, I can tell you. The player that doesn't grab a piece of the action gets to forfeit all their pairs and all the remaining cards on the board are re-shuffled, and the game contineus. Get three pairs and you win. Simple, fast and fun. In *Oi, Dat's my Leg* you are running around a board trying to buld bits of trol from pieces you obtain by landing on certain squares. Other squares let you grab pieces from other players, and if the trioll that is randomly walking around the track lands on you, it's back











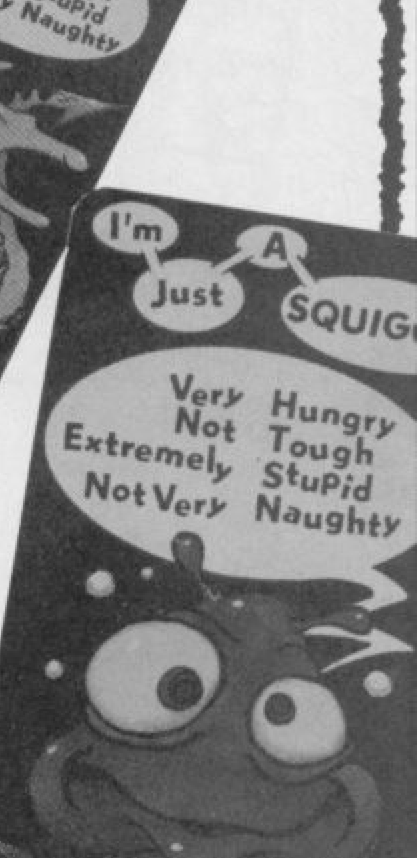
to the start.

Again, simple but a bit of a giggle. There are two other games in the series, more suited to a younger age group. *Hungry Trolls and the Gobbos* - a type of trumps if you're into it and Squelch - a pretty tedious card game that doesn't seem to depend on skill at all. Each of the games also comes with a daft tape of Troll songs that might keep the very young amused, but otherwise would nbe confined to the round filiung cabinet. All, if my memory serves me correctly, under a tenner, worth a look if the Yuletide blues look unsermountable!

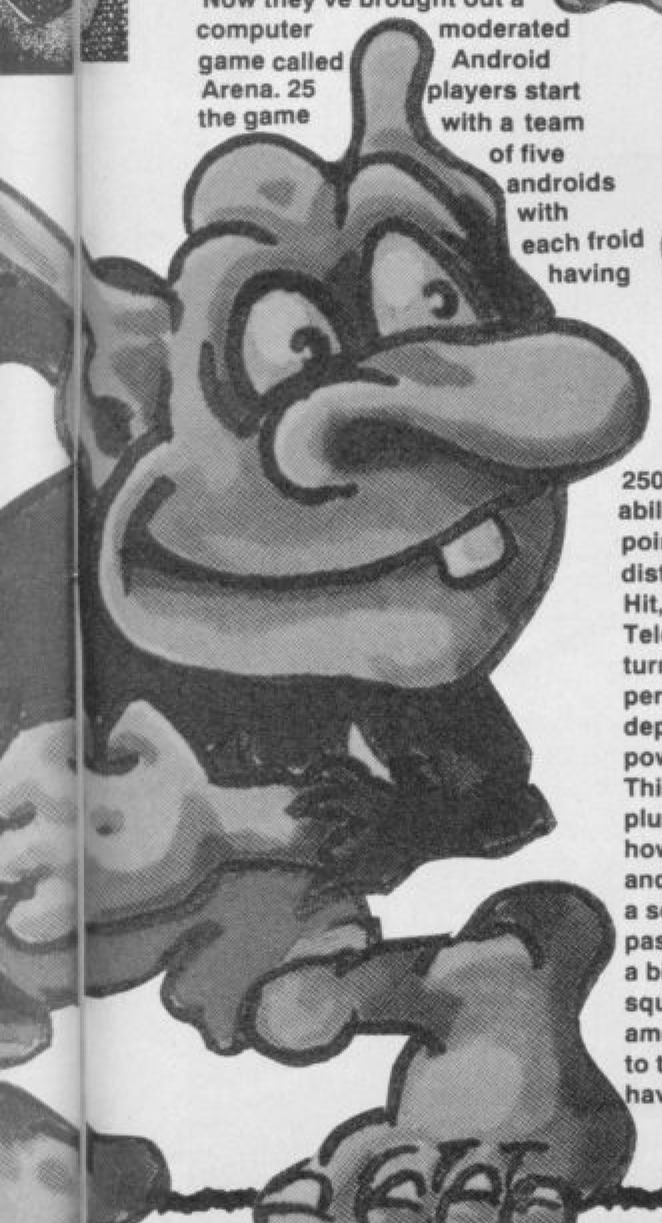
Back on the Play by Mail front, you might remember me talking about Tertium Games earlier in the year, who were running a truly wonderful hand moderated role-playing PBM called *Calvana*,.

Now they've brought out a computer moderated game called Android Arena. 25 players start the game with a team of five androids with each froid having 250 ability points distributed amongst Hit, Throw, Fire, Speed, Scan, Teleport and Defend. Each turn, each android can perform a number of actions depending on tthe amound of power points available to it. This is a small fixed amount, plus a variable, depending on how many squares the android controls - you control a square by being the last to pass over it. To make things a bit more complex, differnt squares give you different amounts of power! It's a fight to the death, but expect to have to ally with other players in order to survive. Start-up is free, but turns thereafter cost £1.50 a turn. If it sounds you cup of tea, try writing to Tertium Games at 27 High Street, Burniston, Scarborough, North Yorkshire YO13 OHH. That's it for this time - next time, more about AD & D Version II and news from TSR in general. Until then - keep making those saving throws...



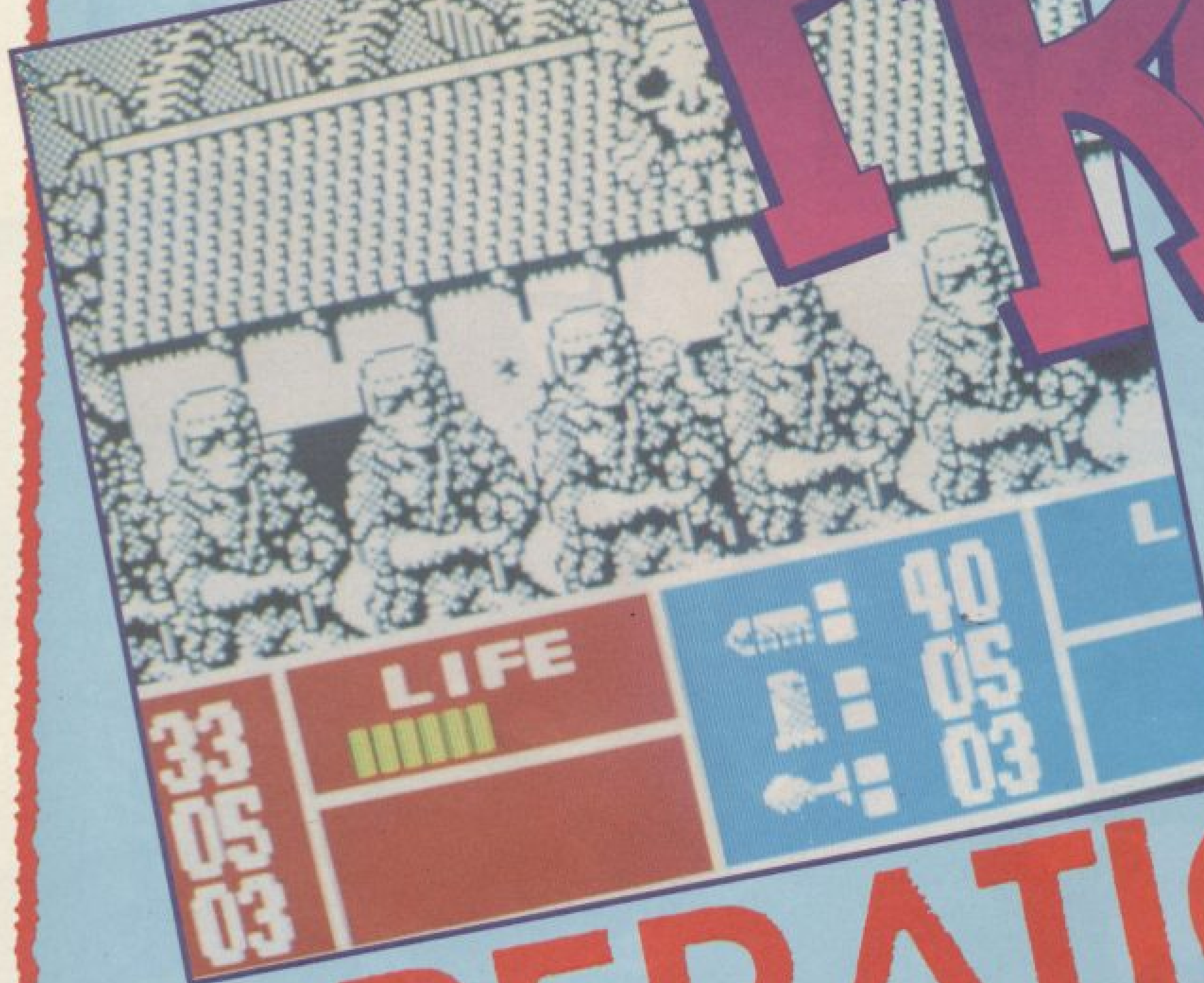







# PREV



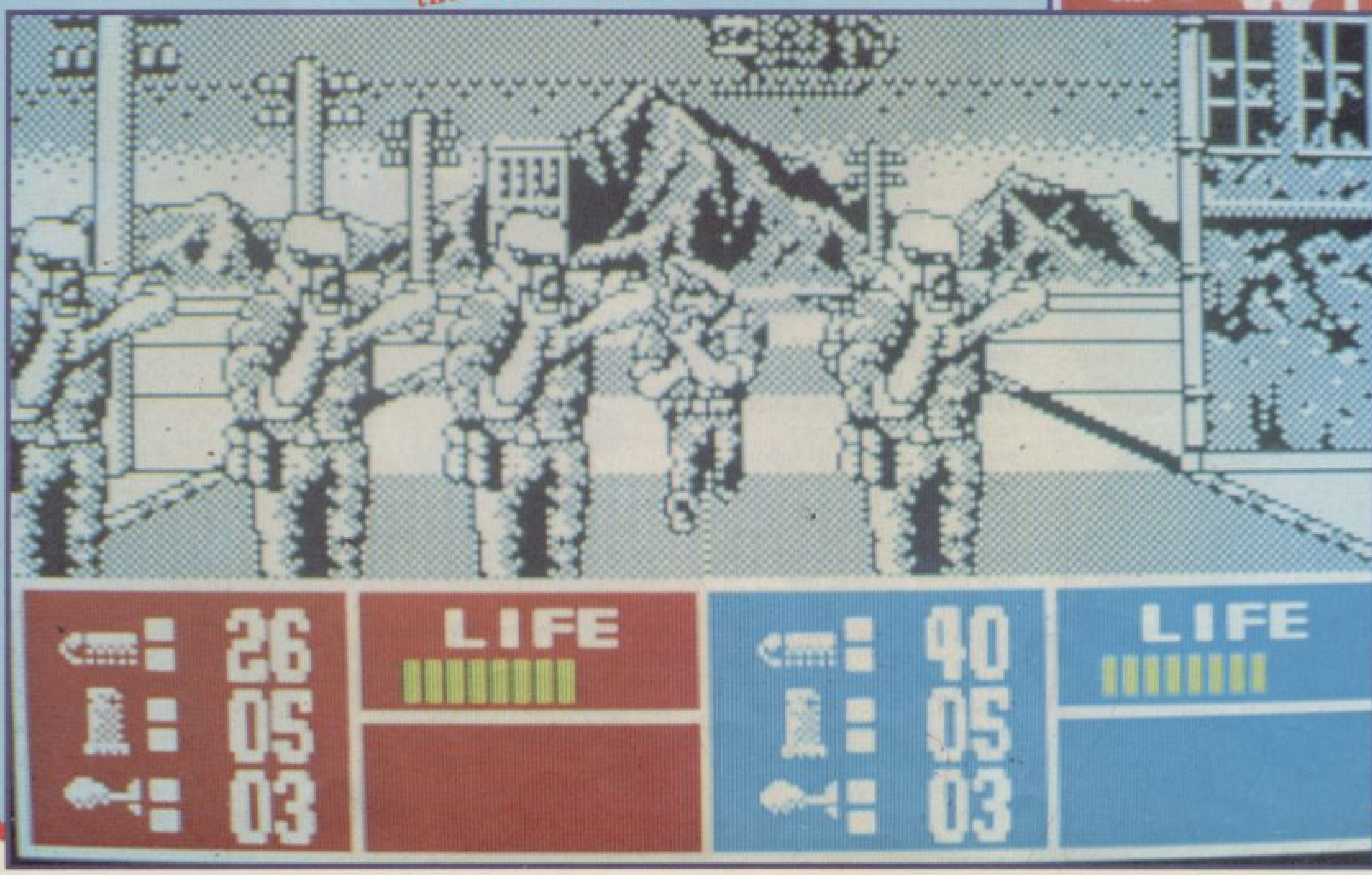




# OPERATION T

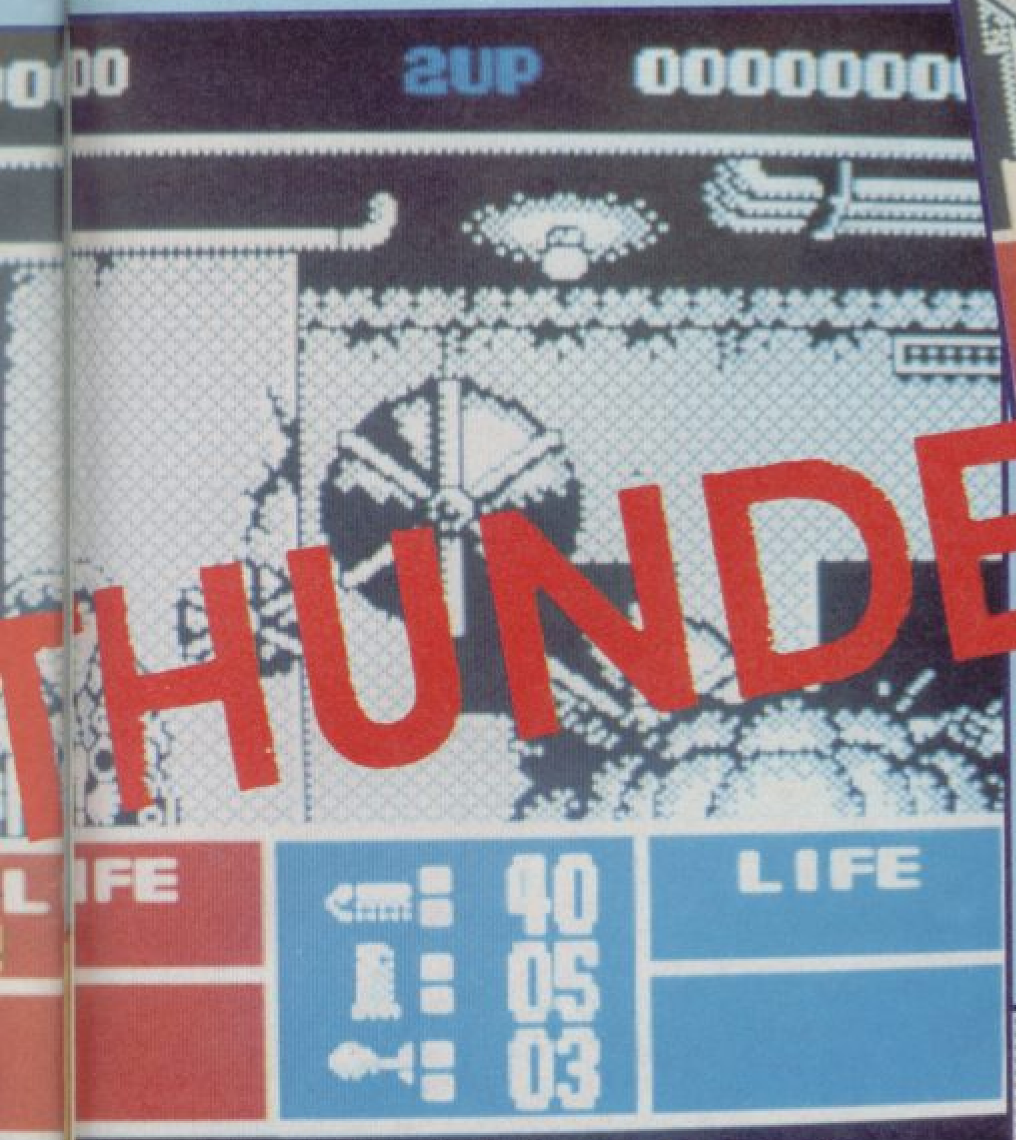


There's certainly some steaming hot converting going on this month with Ocean's conversion of the Taito coin-op Operation Thunderbolt entering the license battlefield. It features the same



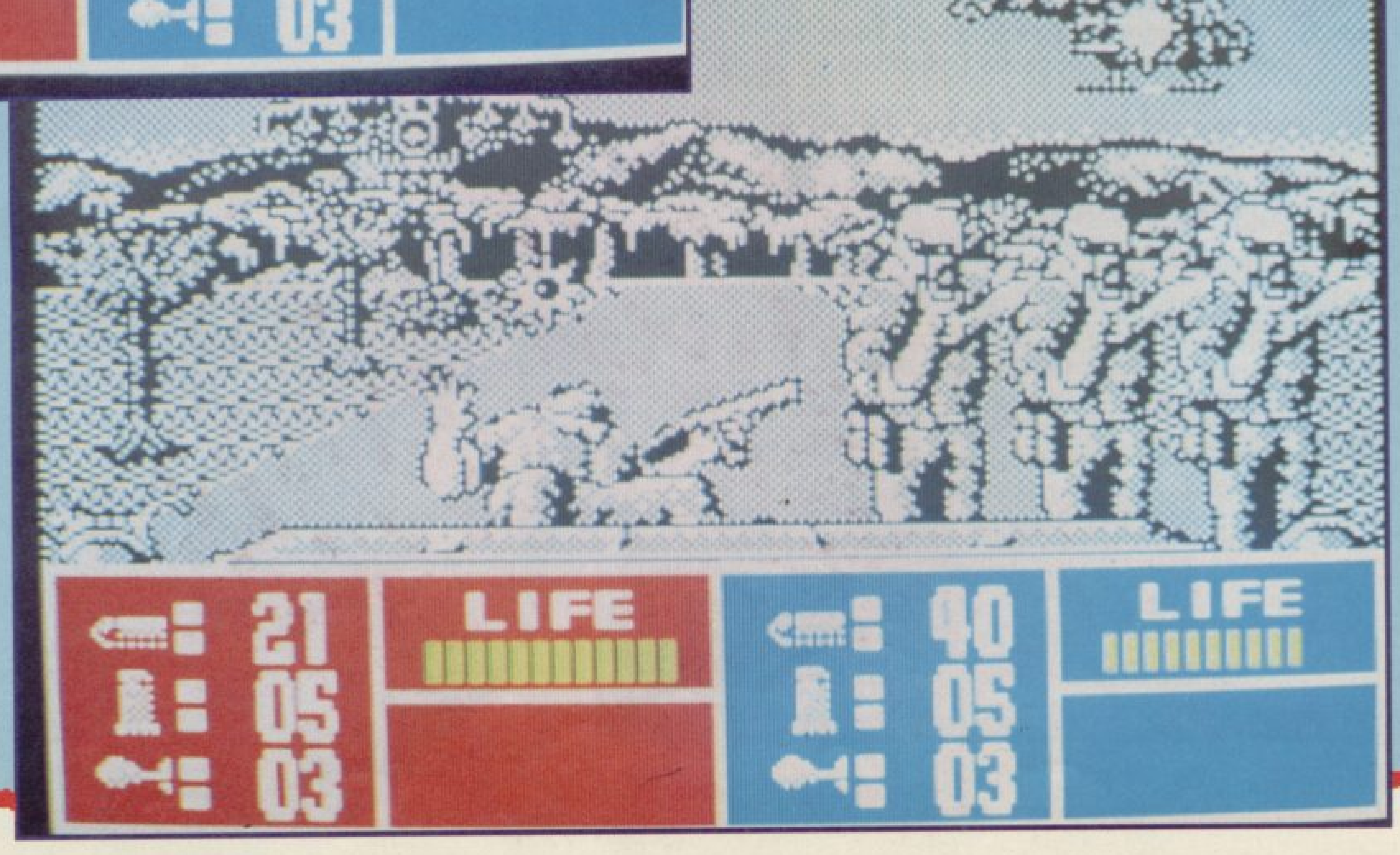
# IEWS



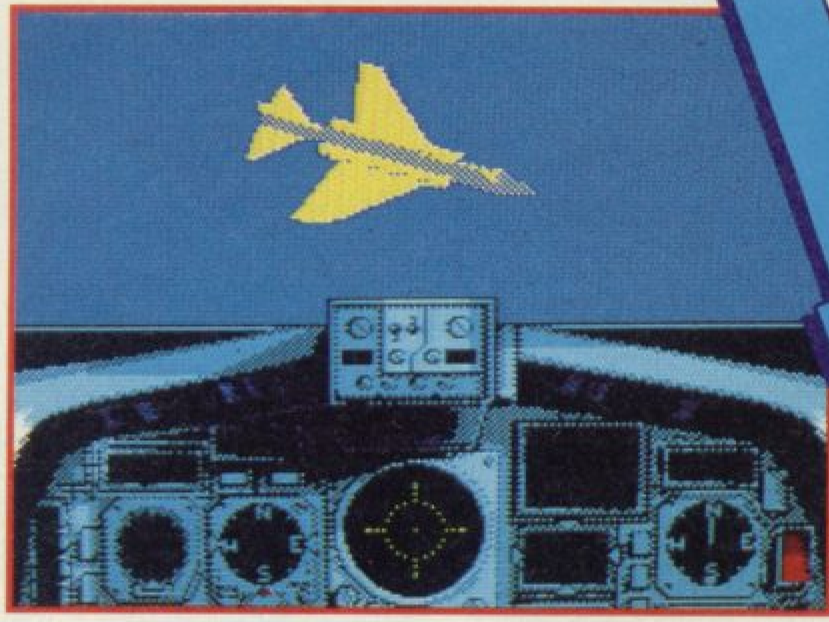




## THUNDERBOLT

two player option that has made Op Thunderbolt sooo popular 'cos you can play with your friend (fnarr), if you've got one, and try to rescue the hostages without shooting them - which believe me, is well tricky 'cos will the daft buggers keep their heads down? No, they won't. Anyway, just feast your eyes over these graphics and judge for yourselves the quality of this convertion. We wait with baited breath and itching trigger finger for the finished version.



# PREV







# BOMBER

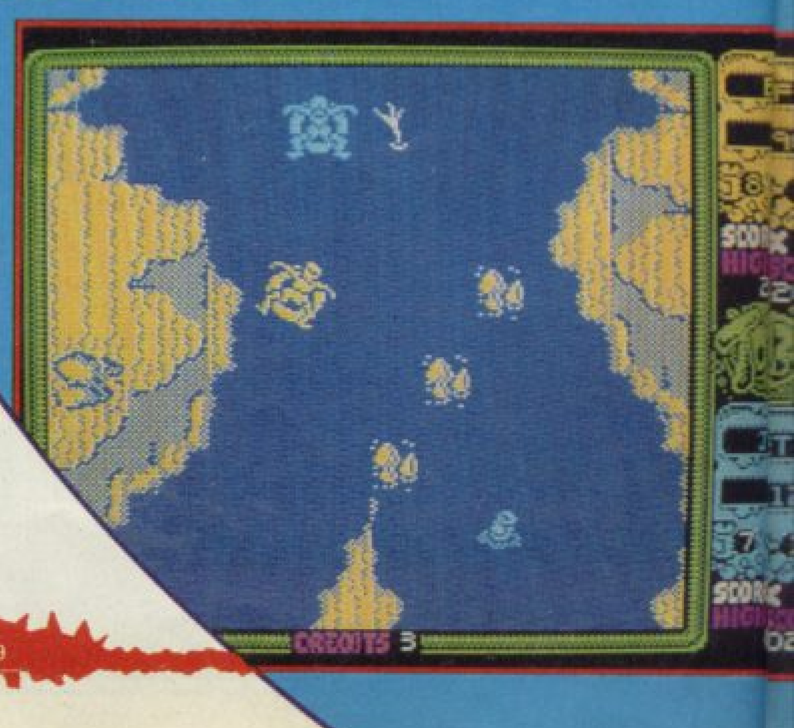
Why are all the biggie games all arcade conver sions? Why don't we get any original mega games? Why don't you have a little more faith my little pustules? The Vektor Grafix team, who did such an amazing job with Star Wars and Empire Strikes Back, have been very busy of late working on Fighter Bomber which looks set to completely shake the world of flight simulators.

As you can see from our screen shots, the graphics give a feeling of 3D-ishness that should shock and stun even the most ace of aces and it's a playable simulator too because John Lewis and Andy Craven of Vektor Grafix have learnt to fly so as to understand what it's all about and write the best program possible.

As a result, Bomber is a multi-aircraft 3D flight simulator that should have both aracade freaksters and plane spotters bursting with fevoured excitement. So keep your eyes open and watch the horizon.

Streetdate: October — Price: 14.99



# IEWS





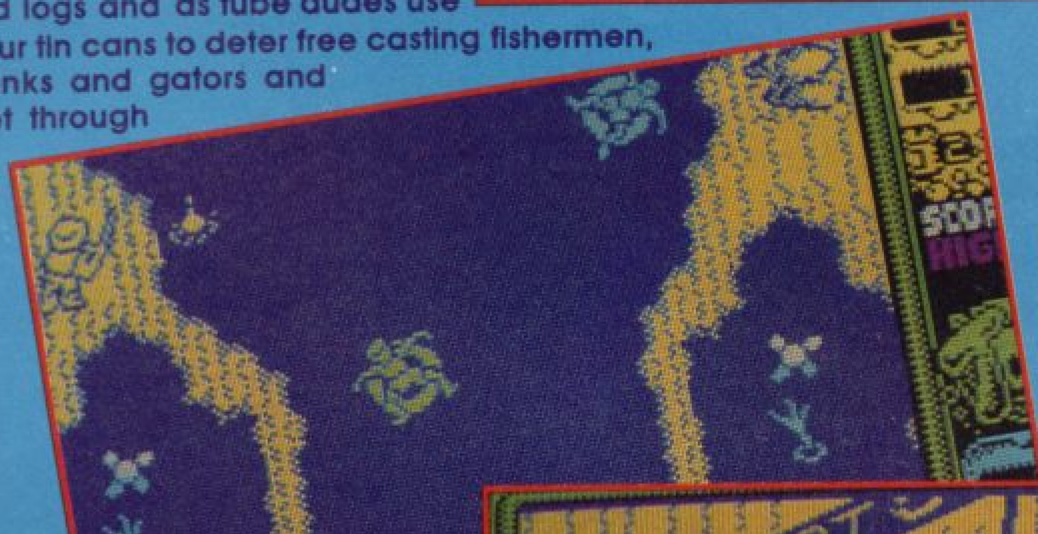
## TOOBIN'

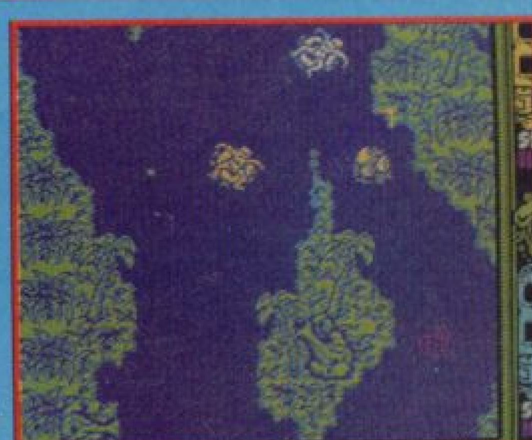
It's wacky, it's zany and it's one of the most popular silly games in the arcades at the moment. It's Toobin' and the good news has got to be that the game should be available in early November for your Spectrum. It's all about being utterly stupid in an inflated inner tube.

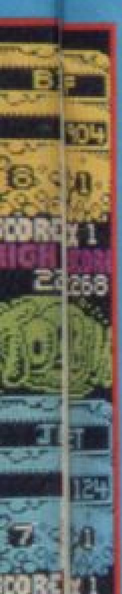


You are either Biff or Jet and you get the dubious pleasure of shooting the rapids on white waters from the Amazon to the Colorado as you shoot around the world. It's full of dodging and weaving as you try to avoid punctures from thorns, braches and logs and as tube dudes use your tin cans to deter free casting fishermen, punks and gators and get through the gates to score the big points.











You've seen the arcade version and you can bet that we'll be getting into our wet suits to review the game as soon as it's finished.

Author Domark
Streetdate Early November

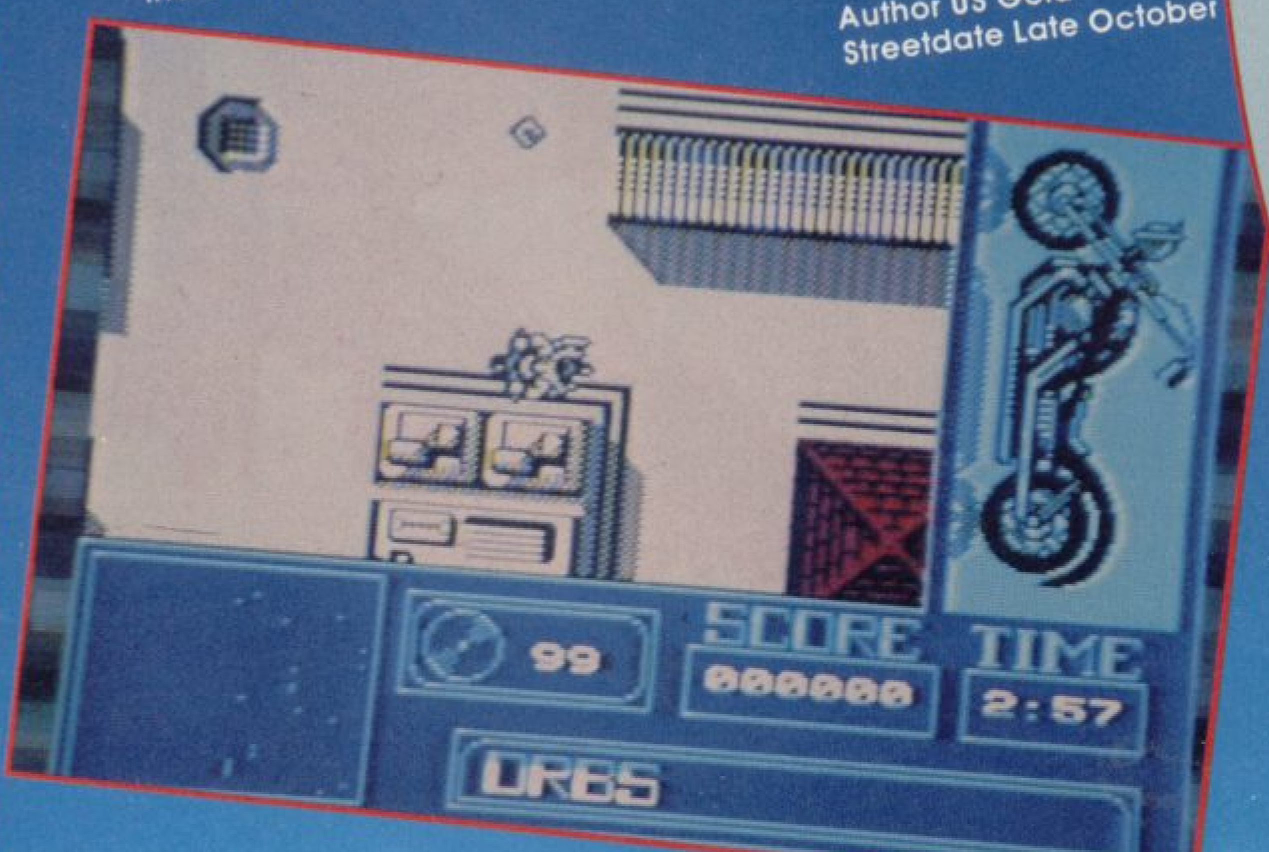
PRE-V




# MOONWALKER

Moonwalker. First we had the book, and the film and now Michael Jackson will be appearing on a Spectrum near you where he must find eight pieces of a bunnysuit. This may sound a little strange but then he does get to play some more macho, bad black leather and chains scenes as the game progresses. Michael becomes a motor bike, a racing car and finally a spaceship when he blasts off to do battle with Mr Big and his big laser as in the climax of the film. And if Michael can defeat Mr Big then the children of the world will be safe. But until you can get your hands on the game all you MJ fans out there can have an oggle at your hero in our preview screen shots.

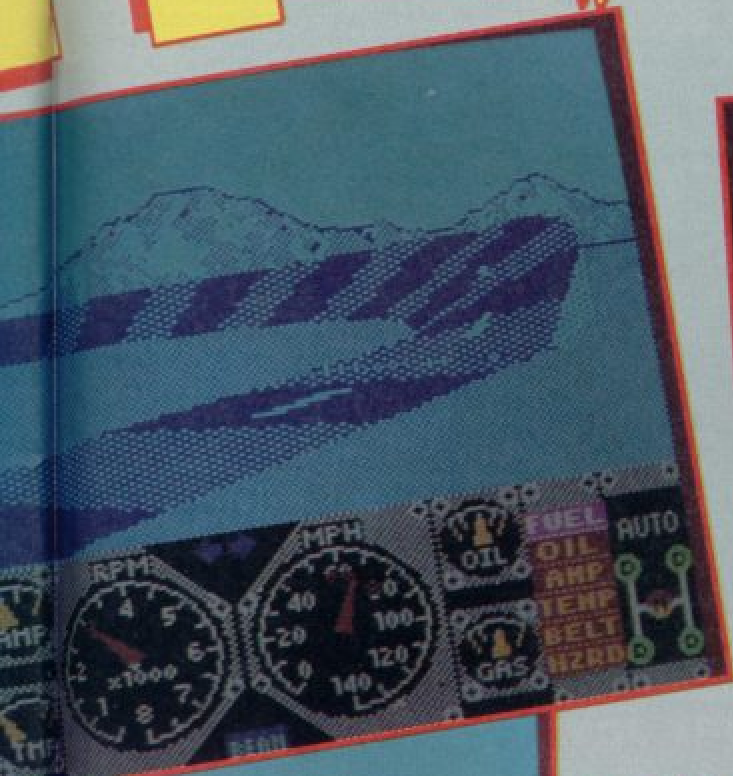
Author US Gold
Streetdate Late October

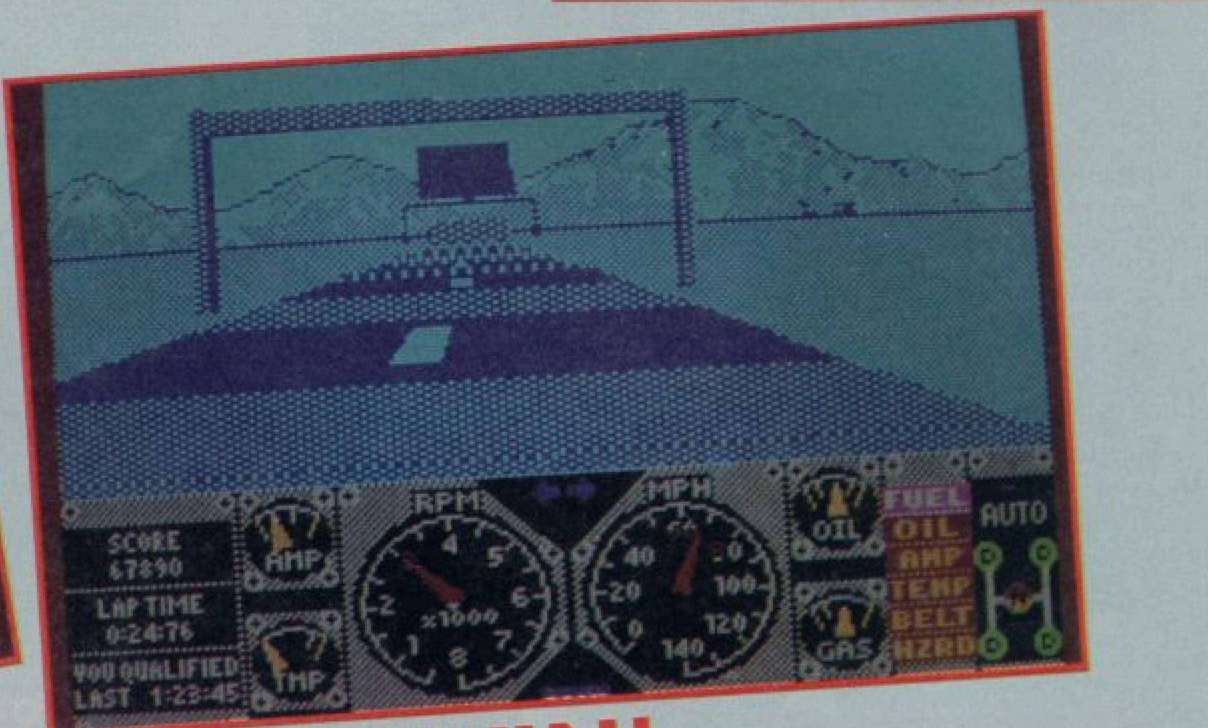





# VIEWS



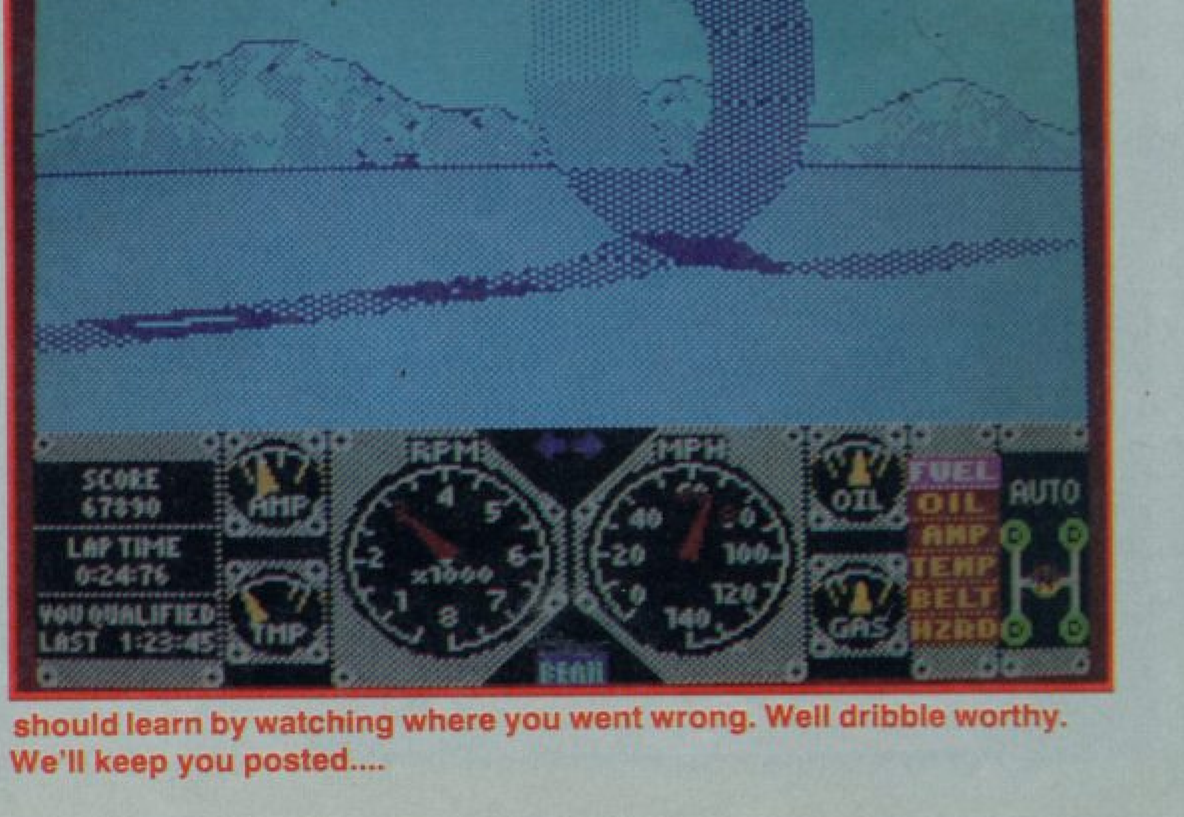




## HARD DRIVIN'

Get in the driving seat and put your foot to the floorboard 'cos HARD DRIVIN' is set to race up the charts for Christmas and could well take the winners flag. Domark are currently working on the conversion of Tengen's arcade classic, which if you've tried it you'll know that it's one of the best driving driving sims around. If you just feast your peepers over the sneaky preview shots we have here, you'll see all the original bits from the arcade have been faithfully reproduced. Pay particular attention to the loop and the superb wealth of instrumentation. It will feature a manual/automatic gearshift option, a stunt track and the normal road, and a replay of your crashes so that you




should learn by watching where you went wrong. Well dribble worthy. We'll keep you posted....

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- Allows simultaneous two player option for dual games (inc. free Supersprint).
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- A real must for the programming beginner.

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- Full Z80 instruction set supporter.
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- The powerful software allows you to compose tunes from individual bars of music. You can edit on screen & Save/Load sounds, instruments & rhythms.
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- Output through your Hi-Fi or Headphones. Comes complete with Microphone.
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- No other product can offer so much in one unit - it's the total solution!!

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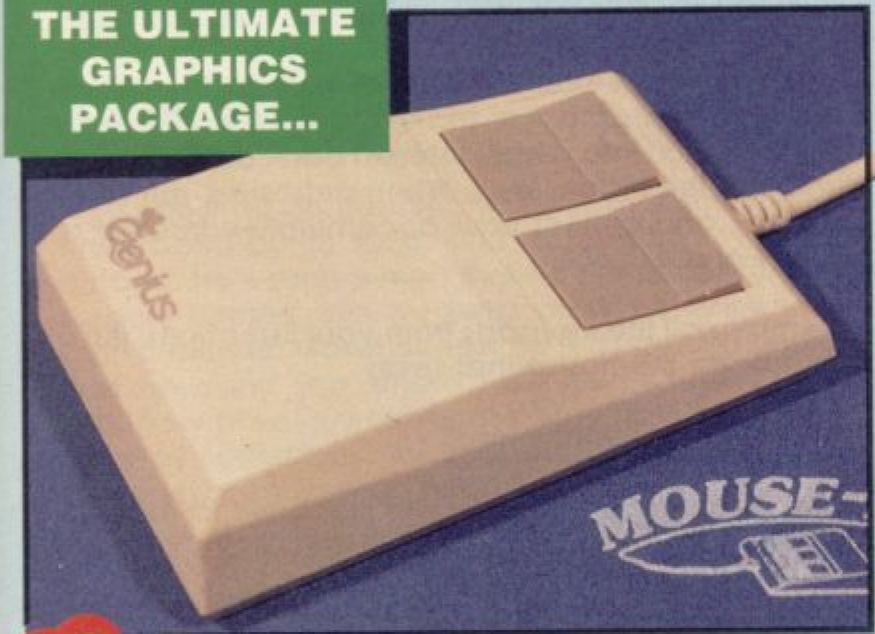
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- Choice of 25 rhythm styles.
- Vibrato, sustain and portamento special effects available.
- 3 fill-in variations for professional rhythm changeovers.
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- True MIDI output - connects to other MIDI instruments including Music Machine.
- Comes complete with Music Machine (see details above).
- Use the built-in pitch bend wheel for added stunning effects.

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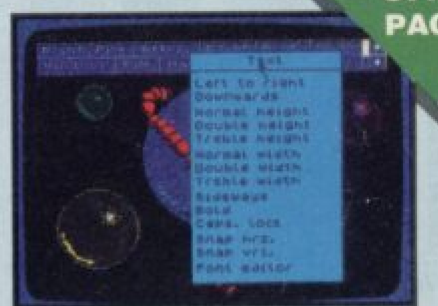








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- **Genius Mouse is a high resolution two button mouse featuring optical counting, teflon guides, microswitches, rubber coated ball and high quality interface.**
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- Create an image - shrink it, expand it, move it, rotate it, copy it, colour it etc., etc.
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- Zoom in to add detail in fine mode.
- Pulldown/Icon driven menus for ease of use.
- Mouse operation, plus joystick and keyboard control.
- 16 pens, 8 sprays, 16 brushes - so flexible anyone can create superb graphics easily.
- Full cut and paste facilities plus excellent printer support.
- Pixel edit, font editor, flip, invert, rotate, solid or textured fill and professional manual make Art Studio simply the best graphics package.



## PLUS BUILT-IN JOYSTICK INTERFACE

- The Genius Mouse system even comes with a built-in joystick interface - so there's no need to unplug it when you want to play games.
- Accepts any standard 9 pin joystick including rapid fire models.
- Works on IN31 (Kempston) system.



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# END OF THE LINE

## EARN MONEY FROM YOUR COMPUTER

You too can make money out of your home computer. I have a large house, drive a Porsche and only work a few days each week and you can do all this too. How, just swop with me and take over my mortgage, my repayments and most of all - my wife and kids. They're driving me mad!
Oh, were was I? Yes you too can enjoy wealth and happiness by using your home computer. Here's just a few, money making ideas for you.

1. Get a cardboard box and stick it over the telly and cut a hole in it. Add a couple of car stereo speakers and cut a slot and mark it 50p. Load up Cabal and invite all your friends round, especially all the Waynes, and charge them 50p a go on your living room arcade machine. A sure fire winner!

2. Write a program that has a one page graphic. It must say, "Normal service will be resumed after the brilliant program on the other side finishes". Run it every time your mum want to watch Coronation Street and Top of the Pops is on the other side. You could sell it for millions to all the Coronation Street haters countrywide!

3. Take your Spectrum and hook it up to the fridge. Write a small program to make it defrost in 100 years time. Put 10.00 into a high interest bank account and climb into the fridge. Wait. When defrosted, run off to the bank and collect your accumulative interest of 142,879 and 41 zobs.

4. Remove all the keypads from your Spectrum. Put a sign outside the house that says;

Herbert Dental Technician

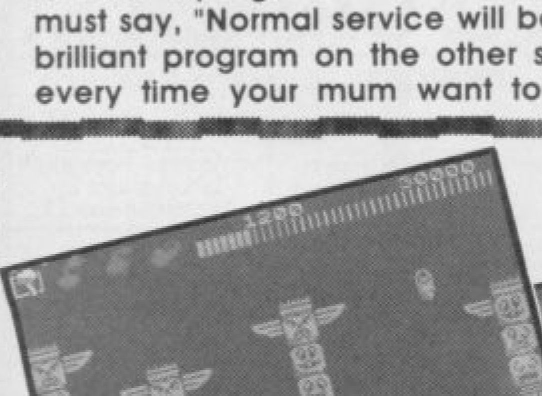
Make a fortune making rubber dentures for people who don't eat meat, who want to diet or are trying to give up Pork Scratchings during Ramadam.

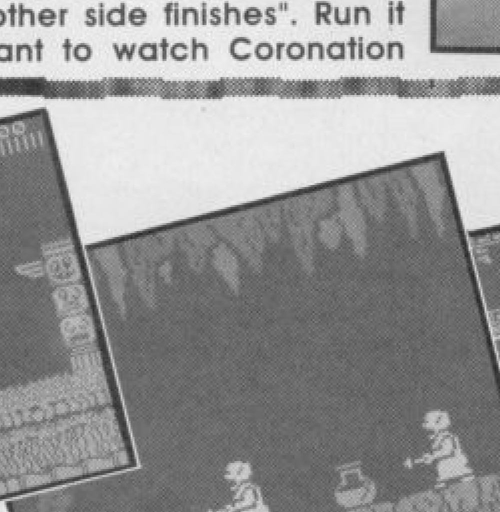
5. Start a hardware farm. Many famous people are making a fortune by partially burying computers and then digging them up and feigning supprise!

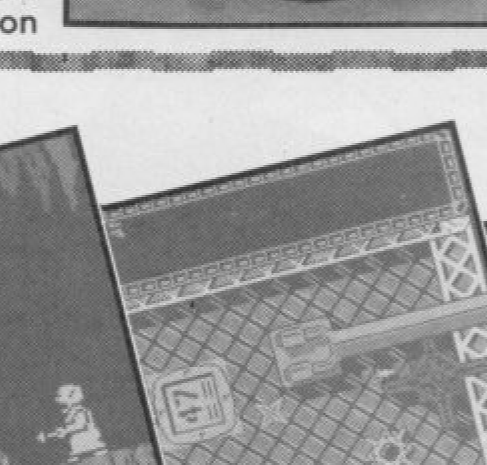
For more of these terrific ideas, just send a cheque or postal order for £568.95 made payable to G Sumpter, to The Bank of Zurich, Switzerland.

Editor's note: P.S. Or you could just run a crap advert like this and hope some morons will actually believe any of it! Oh yes Garth, you owe me £568.95 for this advert!











# END OF THE LINE

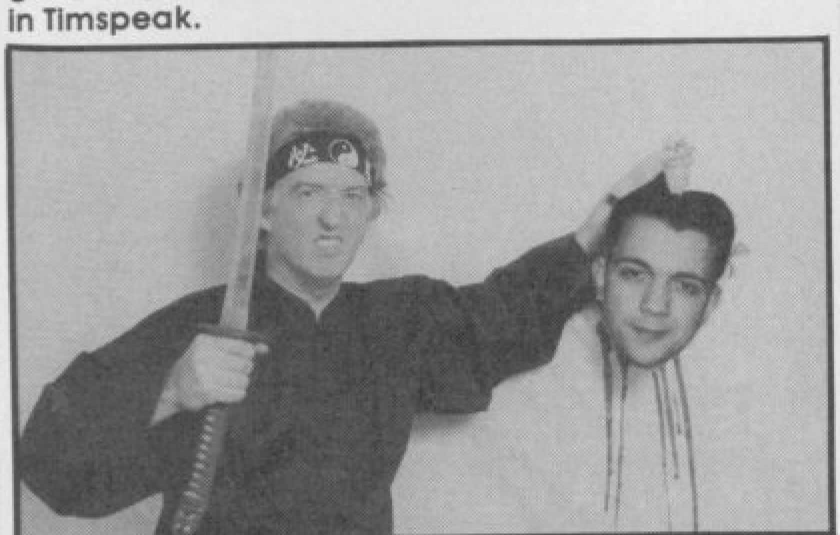
## Caption comp No 34

Well you'll all be pleased to hear that Jim's injuries have been put to rights and his head has been replaced. He's such a man that he did the emergency surgery himself with his Swiss army penknife in less than a minute. Good as new he is apart form the fact that he can't see where he's going now but can strangely always remember where he's been.

Anyway, prizetime my little punctured inner tubes and best caption prize and 20 worth of software goes to the honerable, Robert Horton of Upper Settle, North Yorkshire who wrote in the easily the wittiest caption which was;

Shinto warrior says, "Ah-So! Honourable, 'Ningh-Po House' cheapest restaurant in London. Only £2.00-a-head."

Well, it's certain that none of the SU team will never go to that restaurant for a Ruby (Ruby Murray - Curry in Timspeak.





## Caption comp No 35

Who are these two absolute stunners then. Well, the woman who looks as if she's just eaten the lemon out of her gin and desiger water is our very own georgeous, pouting Alison and she gets very tired and emotional at shows so she's being kept upright by Sarah Ewing, our cuddly, bubbly, marketing bod with the heart of gold and the teeth of metal. That's why she's so tight lipped in this photo.

So, if you can think of a caption for what they might be saying (or thinking as neither of them are ventriloquists) then stick it down and whack it into a postbox, and who knows, you may just win £20 of software. Keep it clean though otherwise you just might get a visit from the girls one dark night and they'll do the business on you! (Fnarr, chortle,) which will envolve ripping your arms off and beating you to death with the wet end.

NAME ..........................................................

ADDRESS ..........................................................

..........................................................

CAPTION ..........................................................

..........................................................

## MYSTERY SHOTS

Can you recognise some of these golden oldie games? We've found some really old screen shots to test your knowledge to the full. Score 4 points for every game you get completely correct and 2 if you get it nearly right. Then see how you fare in our personality searching quiz.

Score 0: You're really in a bad way aren't you? If this is the best that you can do then next time we'll have to do the quiz in braille.

Score 1 - 4: Opps. Not quite the software wizz kid that you thought you were. In fact you're not that good at anything are you? You should try train spotting and if you stand on the track you'll find they'll leave more of an impression on you.

Score 5 - 11: Hello Mr & Ms Average. What's it like to know that you'll get older, get married, have 2.2 children and spend the rest of your life trying to clean the stains out of the lounge carpet where your point two of baby arrived.

Score 12 - 16: Well what a smarty boots! You're severely clever to get full marks - problem is you're also the most boring person in the world. Imagine spending every evening studying screen shots of computer games. Shheeesh! I hope you get terminal acne!

1

2

3

4

# FREE Catalogue




**SOFTWARE**

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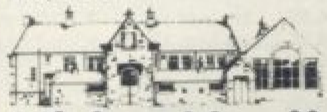
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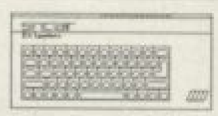
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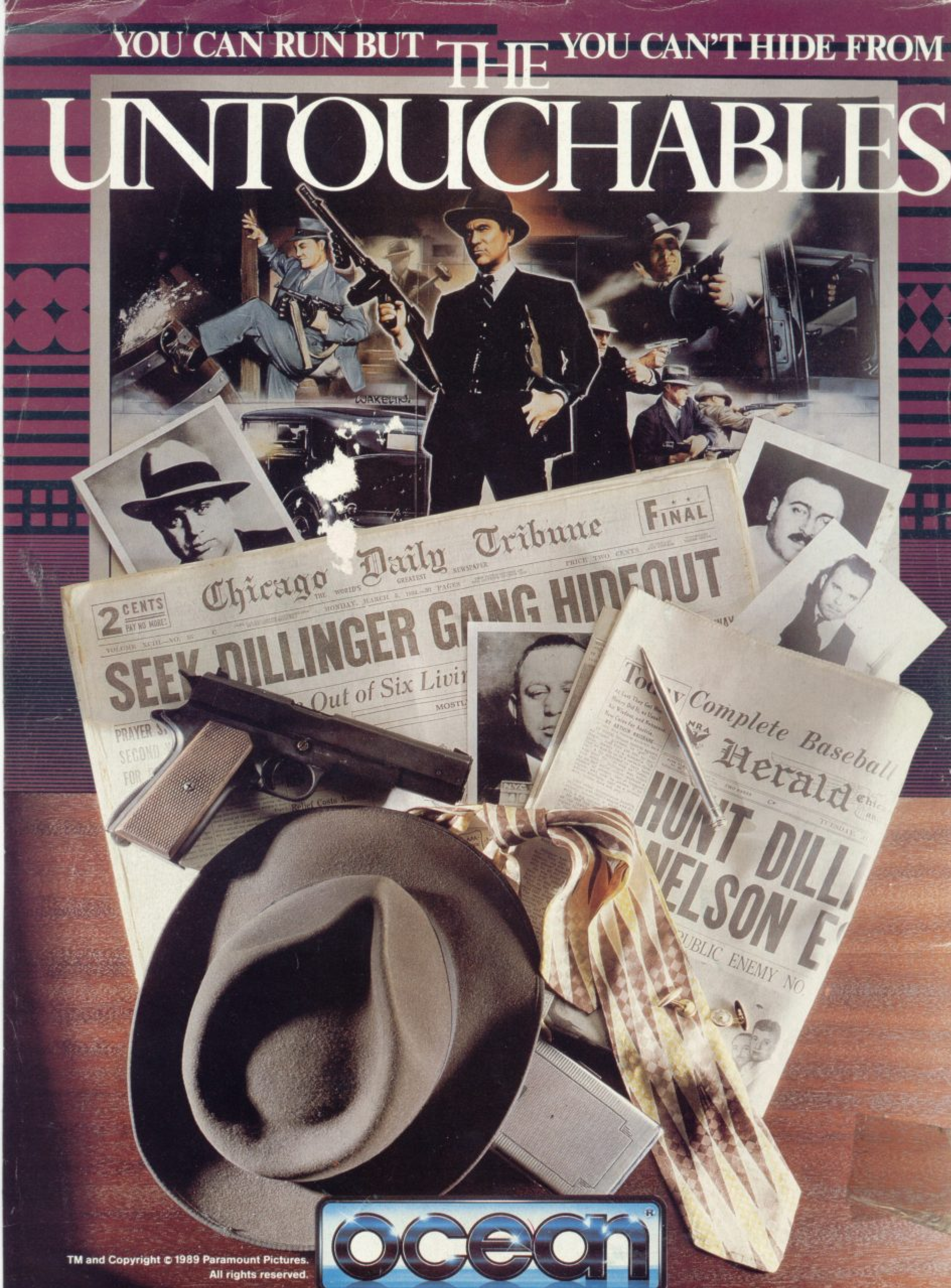
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